

HEADQUARTERS
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TACTICAL DECEPTION

PREFACE

This manual provides guidance for using tactical deception in modern warfare. It is for commanders and their staffs who direct troops on the battlefield. The *decision* to use deception, the fundamentals for *planning*, deception, and *means* of accomplishing the deception objective are discussed. Although the relationships of tactical and strategic uses of deception are mentioned, this manual concentrates on TACTICAL DECEPTION.

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Tactical deception applies to any type of conflict. In a modern conventional war, US forces most likely will oppose an enemy who possesses and uses sophisticated and efficient target-acquisition and intelligence-gathering techniques, as well as long-range weapons and mobility—an enemy who can identify, locate, and destroy the target he desires.

The unit commander on this battlefield must conduct operations against an enemy who can gain air superiority and mass artillery, including short-, medium-, and long-range missiles. His unit will be required to operate even though the enemy is free to fly over, observe, and photograph the battlefield; even though the enemy has the ability to detect, identify, and locate any radiating electromagnetic device; and even though the enemy can destroy targets regardless of weather, terrain, or distance.

This manual suggests ways to increase survivability on this sophisticated battlefield. Deception techniques are discussed in terms of tactical operations. The tactical leader and staff planner must be aware of actions units can take in the battle area to mislead the enemy in his estimate of the friendly commander's tactical capabilities and intentions.

The word "he" or "his" in this publication is intended to include both the masculine and feminine genders and any exception to this will be so noted.

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CHAPTER 1

WHAT IS DECEPTION?

In the broadest sense, deception is misleading the enemy to cause him to do something that will assist the deceiver in achieving his objective. Political deception is achieved through diplomatic or international relations; military deception through the acts of military forces.

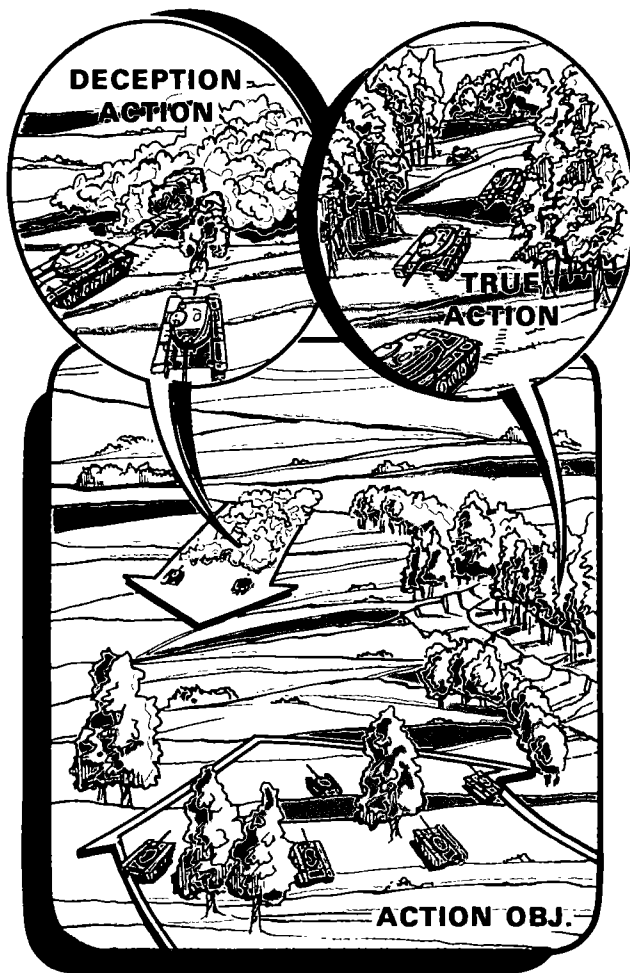
TYPES OF DECEPTION

Military deception can be strategic or tactical. Strategic deception may extend political deception by using military activities. It may also be large-scale, long-term projections of false intelligence to assist theater objectives. Although the objectives may be military, strategic deception can support national policies and plans, and may be supported by nonmilitary agencies.

Tactical deception is deliberate action to achieve surprise on the battlefield. Tactical deception actions may support a strategic effort. Although the line between tactical and strategic deception is not always clear, tactical deception here refers to short-term actions of corps or lower units within the battle area.

TACTICAL DECEPTION: Actions at corps level or below which mislead the enemy and induce him to do something counter to his interests. It includes manipulating, distorting, or falsifying evidence available to the enemy to insure security to REAL plans, operations, or activities.

**IF THE ENEMY RECOGNIZED YOUR
ACTION TOO LATE TO REACT, YOU
HAVE SURPRISED HIM.**



Whether strategic or tactical, deception used aggressively can help create surprise for the commander. Surprise is striking the enemy when, where, or in a manner for which he is unprepared. It is *not essential* that the enemy be taken totally unaware, but only that he becomes aware too late to react effectively.

Surprise can provide the tactical commander superior combat power at the critical time or place. For example, a "diversion" may cause the enemy to "move" or "fix" troop dispositions, thereby reducing his ability to use those resources at a critical time and place. Deception can also be the focal point for planning a tactical operation, in which case key orders and actions are based on projections of false battlefield conditions and concealment of true conditions.

Surprise can be achieved by speed, secrecy, deception; by a combination of those means and methods; or by using seemingly impossible terrain. Along with surprise, security is necessary to deny the enemy information of our forces, to preserve our freedom of action, and to prevent his surprising us.

Although Operations Security (OPSEC) as a command program is not treated here, those functions of information denial appropriate to deceptive actions must be recognized as vital elements of the unit's deception activities. A unit with a poor OPSEC posture will have difficulty using deception successfully.

DECEPTION AND OPSEC: To use deception successfully in gaining surprise, evidence of the unit's true intentions and dispositions must be concealed. A tactical unit that conducts deception must be proficient in all elements of OPSEC.

THE DECEPTION CONCEPT

Deception is conceived and executed to help multiply combat power through surprise and security. Successful execution requires imagination in the analysis of tactical situations.

Examples of successful deception are included throughout this manual to illustrate key points. Because of the nature of historical records, documented actions from large forces are more prevalent. However, this does not imply that only they have used

deception; the same ideas can and have been used by small-unit commanders.

Whether the commander is studying a deduced mission or an assigned task, he seeks opportunities to gain advantages by deception, just as he looks for best ways to employ his combat power. Thus when the commander and his staff begin mission analysis, *deception is not treated separately but as part of the total capability.*

Each successful case of deception has common elements:

- Knowledge of the enemy and his intelligence system.
- A deception objective—what the deceiver wants the enemy to do or not do.
- A believable deception story—the enemy is provided evidence of false intentions or capabilities, thereby concealing the TRUE tactical intent.
- The true dispositions and intentions must be denied to the enemy.

TO DECEIVE OR NOT TO DECEIVE

- Enemy susceptible to deception?
- Opportunity for deception?
- Resources, including time, available?
- How is the enemy likely to react?

The decision to use deception is based on the answers to the following questions about the tactical situation:

■ *Is the enemy susceptible? Does the combat situation lend itself to the desired results?* For example, when pursuing an enemy who is rapidly withdrawing, or whose resources on the battlefield are to-

tally committed, you may gain nothing in trying to deceive him since he has no resources available to influence the situation.

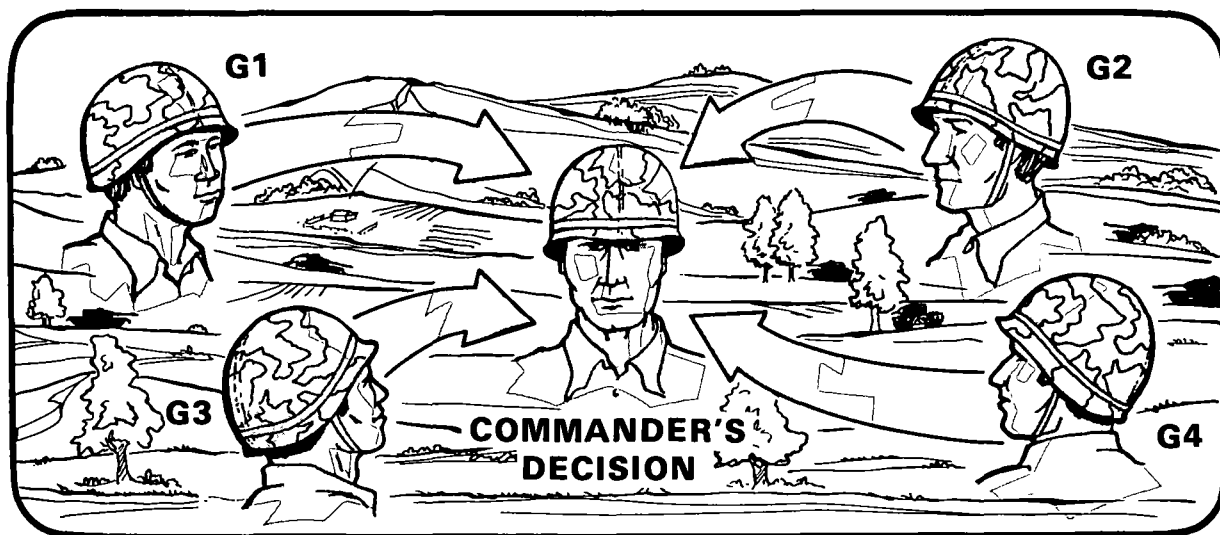
■ *Is there an opportunity for deception?* Accomplishing a deception objective requires feasible courses of action other than the one selected for the true operation. These courses of action must be realistic enough for the enemy to consider in his analysis of us.

■ *Are resources, including time, available for deception?* You must have sufficient troops, equipment, and supplies to execute the deception and enough time to project the

false information. Also, there must be sufficient time for the enemy to react to the deception.

■ *How is the enemy likely to react in this situation?* Finally, you must consider what

you know about the enemy: the enemy commander's reaction in past confrontations, his doctrine in this type of situation, etc. Available intelligence plays a key role in the decision to use deception.



THE DECEPTION OBJECTIVE

Having analyzed the situation and selected a course of action, the commander announces his concept for the operation, including the deception objective.

The deception objective is the desired result in terms of what the enemy is *to do* or *not to do* at a critical time and/or place in the course of the battle. It can be directed to influence any aspect of the enemy's organization or operation—for example, his reserves, fire support, communications, etc.

THE DECEPTION STORY

The deception story is false information provided to the enemy to lead him to an *incorrect estimate*. The story involves a believable intent or capability so that the enemy makes a decision which puts him at a tactical disadvantage.

The story must be realistic and plausible. A successful deception story ends up in the hands of an enemy commander as

his staff's estimate of our capabilities and intentions. His decision to act is based on what he accepts to be real.

The deception story is determined by analyzing the battlefield conditions in relation to the deception objective. The analysis is the same used in a tactical estimate; instead of just analyzing courses of action for a real operation, *alternative*

courses of action are analyzed in the light of available intelligence.

All options except the one selected for the true operation are evaluated against four criteria: Is it appropriate? Is it within our capability? Is it plausible? Will it cause the desired reaction?

Those options obviously *inappropriate* to the situation are rejected. For example, if an entire force is in the attack, the enemy will not buy a deception story of a unit retrograde.

The story must be one within our tactical *capability* as the enemy knows it. Thus, a deception story that includes a vertical envelopment is within the recognized capability of an air assault division,

but would be hard to project for an armored division.

Plausibility refers to the factors the enemy uses to make his estimate. For example, is there an acceptable avenue of approach for the phony attack? Does the story fit the style of US units? Are our dispositions, as we assume he knows them, such that this story is logical? Additionally, each possible story must be judged in terms of *enemy reaction*. Not only must it be appropriate to the battlefield and believable to the enemy; but also, believing it, his reaction must comply with the deception objective. Finally, the story must be one we are physically capable of projecting to the enemy's intelligence system. Deception actions must convey the false data to the target.

WHO IS THE TARGET?

THE TARGET IS THE ENEMY COMMANDER WITH THE AUTHORITY TO MAKE THE DECISION THAT WILL ACHIEVE OUR DECEPTION OBJECTIVE. For example, if the deception objective concerns the enemy first-echelon reserve, the target of the deception is *not* the reserve commander, but rather the force commander who controls the employment of that unit in the battle area.

THE ROLE OF INTELLIGENCE

The decision to use deception, the story selected, and the means to project it are based upon knowledge of the enemy provided by the unit's intelligence system.

The intelligence system plays a unique role in deception. We must know characteristics, capabilities and employment of the enemy's information-gathering system. We must understand how he processes information into intelligence. We must know how the deception target receives information and intelligence.

When the deception target has been determined, our intelligence system must collect and analyze all combat information and intelligence relating to it. Enemy characteristics and habits which do and do not lend themselves to deception must be determined; assessment of the target's susceptibility to deception must consider the enemy's probable knowledge of the situation at the time of the proposed deception. The less the target knows about our intentions (the more effective OPSEC and counterintelligence measures have been), the more

susceptible he is. His lack of intelligence can be identified through conventional sources—interrogation of prisoners of war and defectors, observation of his aerial reconnaissance and surveillance efforts, and radio intercept—however, this information must be timely. In some situations, action can be influenced through psychological operations aimed at increasing his susceptibility.

Intelligence also may be able to predict the enemy commander's most probable reaction to our deception. Assessment of the enemy's probable reaction comes from a thorough understanding of his culture, his psychology as it applies to war, and his military system. To make this assessment, the intelligence officer must consider past enemy actions and reactions to various situations. For example:

- If a target is identified or attracts enemy interest, does he immediately engage or does he confirm by air reconnaissance or air photography?
- When an engagement occurs, does the enemy immediately react with all possible force, or does he develop the situation carefully and apply his forces in moderation?
- Is the enemy cautious or aggressive? Slow or fast? Has he established a pattern in various situations? What reaction forces does he employ and in what sequence? In what combination does he depend on airstrikes, artillery, mortars, armor, and ground forces?

KNOW:

- **ENEMY COLLECTION SYSTEMS BEING USED IN THE BATTLE AREA.**
- **ENEMY INTELLIGENCE ORGANIZATIONS.**
- **ENEMY SURVEILLANCE DOCTRINE.**

Deception activities depend on the enemy's ability to detect what you are doing and react in a predictable manner.

We want to know the characteristics of the opposing commander, the degree of freedom he allows his subordinate commanders, and the time he takes to react to situations. A single known characteristic can be worth more than the statistical record of his entire military career.

The intelligence officer applies his knowledge to the idiosyncracies of the commanders and the units of the opposing forces and to the characteristics of the immediate battlefield. Deception planning depends on his careful analysis.

Having assessed the peculiarities of enemy equipment and the personality of the enemy decisionmaker, the intelligence officer recommends the measures—visual, sonic, electronic, and olfactory (smell)—to depict the deception story. He also recommends the various enemy troop or technical reconnaissance systems that must be attacked, destroyed, neutralized, or manipulated, and which of the enemy systems can best be used to receive the deception story.

The intelligence officer's knowledge of our equipment plus his detailed knowledge of the enemy's systems assists him in recommending which friendly system should be directed against which of the various enemy systems. His knowledge of the enemy commander will aid in determining if there are any systems on which the enemy commander places heavy reliance and which he will turn to and depend on for his analysis of the situation.

Equally important are the intelligence officer's recommendations on how to deny the enemy knowledge of our TRUE intentions. The intelligence officer's thorough understanding of the enemy's reconnaissance systems aids him in recommending such OPSEC measures as the use of counter-reconnaissance screens, ambushes, patrols, checkpoints, roadblocks; increased counter-intelligence coverage; tightened security and radio procedures; and selection of enemy systems to be jammed, destroyed, and/or otherwise neutralized. These recommendations are based on analysis of the systems having the potential to uncover our actual tactical plans and dispositions.

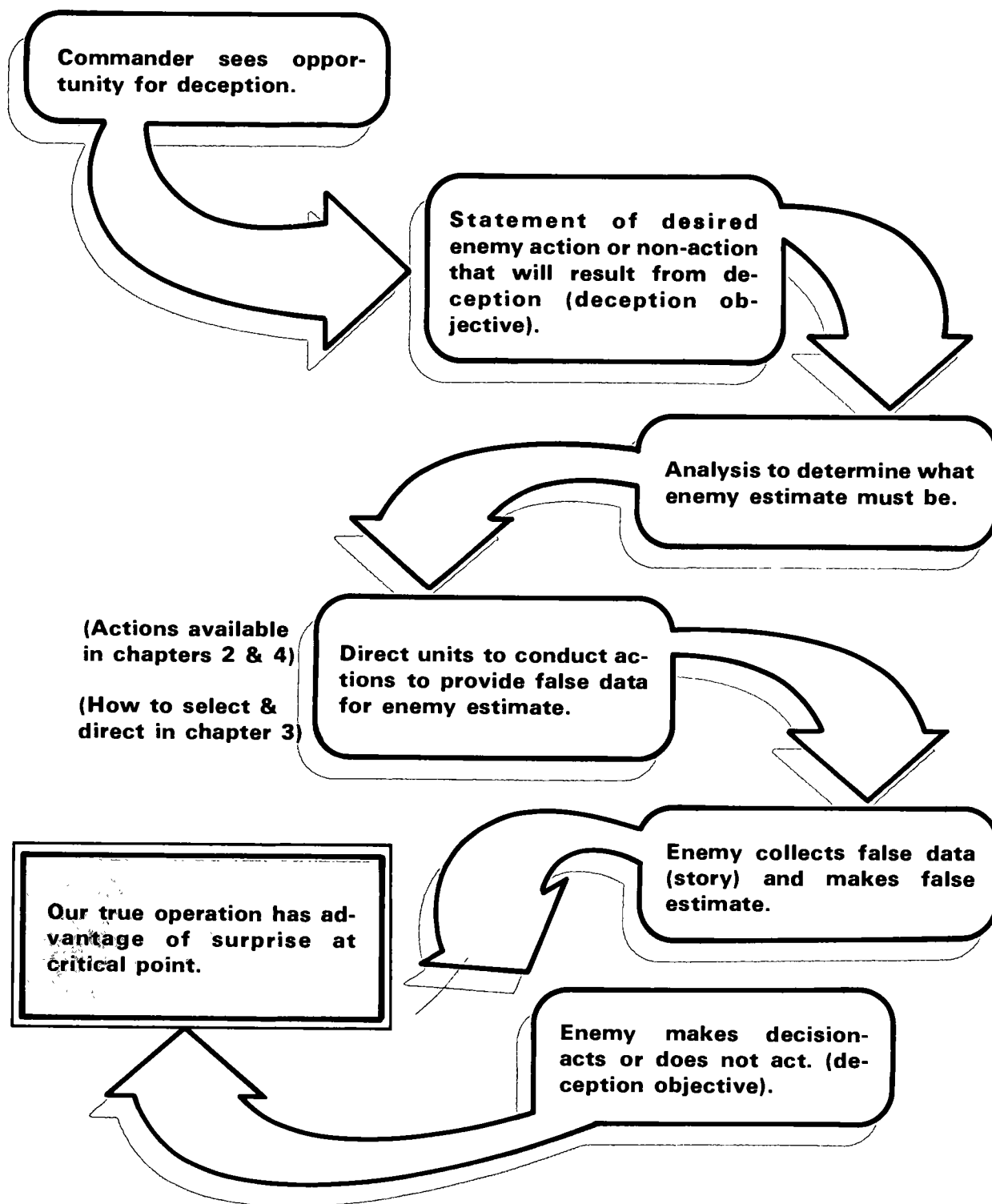
The intelligence officer is the command's threat expert, but all who recommend and plan the use of deception should know "how the enemy sees us."

INTELLIGENCE RECOMMENDS:

- Enemy systems susceptible to the deception story.
- Enemy systems to be neutralized.
- Measures to depict the deception story.



THE BROAD FLOW OF DECEPTION



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CHAPTER 2

THE MEANS OF DECEPTION

Deception is controlled by the highest level headquarters conducting the tactical operation. Each subordinate command, however, may play a part or be responsible for its own deception within the overall projection of the deception story.

When a commander elects to use deception, he directs subordinate units to carry out deception tasks.

THE DECEPTION TASKS

Four types of deception tasks—feint, demonstration, ruse, and display—are used to present the deception story.

1 FEINTS

The most familiar deception task is the *feint*. Feints require contact with the enemy in order to give the appearance of a realistic main attack.

The feint is a limited-objective attack, varying in size from a raid to a supporting

attack. It should contribute to the overall accomplishment of the mission as well as misleading the enemy.

**FEINTS ARE OFFENSIVE ACTIONS
INVOLVING CONTACT WITH THE
ENEMY.**

A supporting attack is a feint when it is presented to the enemy as a main effort. A supporting attack is usually conducted

during an offensive operation; when it is projected to the enemy as part of a deception story, it is also a feint.

When ordered to conduct a feint, a unit is directed to conduct an offensive operation in such a way as to cause the enemy to react in a predictable manner. Feints have been used successfully for several purposes. These include causing the enemy decision-maker to:

- **Employ his reserve improperly.** A feint may cause the enemy reserve to move away from the main attack towards the feint, or a feint may be used to hold the enemy reserve where it is.
- **Shift his supporting fires** from the main attack. A feint conducted within range of the enemy weapons supporting the defensive position where a friendly main attack will be directed may cause dilution of fire support.
- **Reveal his defensive fires.** A feint may cause premature firing, revealing enemy defensive weapons. The enemy may be forced into defending against aggressive action taken by forces conducting the feint. The attacker may induce enemy weapons to fire by making a feint prior to and during a main attack and within range of the enemy's weapons.

A feint might not always be the principal deception. A series of recurring feints, rather than a single event, might be used. For example, frequent raids may harass the enemy to the extent that he becomes confused and, to some degree, careless. He may become so accustomed to a certain pattern of activity that he will take little or no action when the friendly main attack actually occurs, considering it merely another harassing action.

Where Does the Feint Take Place?

Obviously, the feint must fit the deception story. Looking at the terrain and battlefield dispositions, the commander or staff planner considers:

- That the area should be of interest to the enemy, since he may not react as desired if the threatened area is of little value to him;
- That the enemy may displace his forces if the threatened area is beyond the range of his currently emplaced weapons;
- That the area of the feint should be at sufficient distance to preclude interference with the true operation.

Areas considered during the initial analysis for a main attack, but later rejected, are often suitable for a feint.

When Does the Feint Take Place?

Feints may be conducted before or during the true operation. Therefore, the true operation will be considered in determining the time for the feint. It is also influenced by the estimated amount of time necessary for the enemy commander to react in the desired manner.

A feint before a main attack usually requires carefully determined lead time. It may be intended to cause the enemy to move his reserve from the area of the main attack or to maintain his current troop posture, to attract his supporting fires so that his supporting weapons may be located, or to confuse him by frequent harassment. The precise time the feint takes place will vary depending on the commander's intent. For example: moving the reserve will require more time than shifting fires; therefore,

when the intent is to move the reserves, the feint has to be initiated well ahead of the main effort—a function of reaction time plus time-distance factors.

A feint conducted simultaneously with the main attack may cause the enemy to divert his attention and possibly a portion of his forces and supporting fires.

A feint conducted after the main attack is launched can hold the enemy's uncommitted reserve in its present location. Faced with a new threat, the enemy becomes

uncertain about the location of the main effort.

The commander or staff planner also considers the pattern of previous operations. If, for example, friendly forces have been in the habit of making attacks 2 hours before daylight, it may be desirable to conduct a feint at this time.

Although the timing of a feint is influenced by these factors, the time a true operation would most likely succeed is the main consideration.

HISTORICAL EXAMPLE

A feint before the main attack took place in the first of two major battles which stopped Rommel's Afrika Korps in the fall of 1942. During the battle of Alam Halfa, General Montgomery ordered XIII Corps to attack to close the gaps through which the Germans entered the British positions in the southern portion of the battle area. The tactical purpose of the XIII Corps feint was to cause the enemy forces, specifically the German crack 21st Panzer Division and the Italian Ariete Division, to remain in the south since Montgomery's master plan for El Alamein directed that the British main attack be made in the north.

2 DEMONSTRATIONS

Another deception task is the *demonstration*. This is a show of force on the battlefield where a decision is not sought. It is similar to a feint with one exception: no contact with the enemy is intended.

While the demonstration has certain advantages over the feint, it lacks the realism of the feint attack.

Demonstrations are different from feints:

- No contact with enemy.

Demonstrations are similar to feints:

- Located according to deception story.
- Timed according to story and objective.
- Planned to appear as a main effort.

The advantages of a demonstration are:

- Absence of physical contact with the enemy facilitates subsequent employment of the demonstration force elsewhere.

- A full force is not always necessary because no contact is made with the enemy.
- It permits the use of simulation devices, when available, in the place of real items to deceive the enemy's visual reconnaissance capabilities. (The exception is electronic deception, however, where actual communication/electronic equipment is required.)

The disadvantages are:

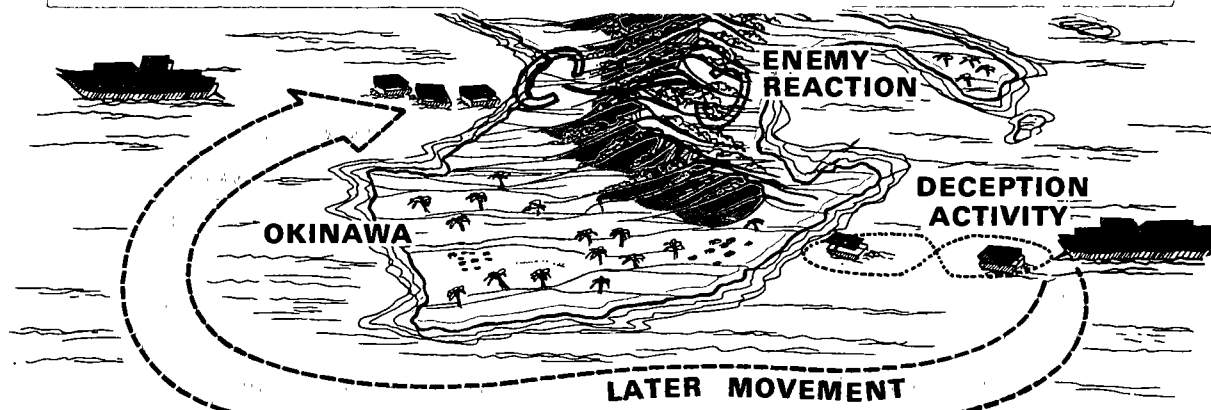
- It is more difficult to portray the deception story convincingly without contact with the enemy.

- It is more likely for a demonstration than a feint to be identified as a deception earlier in the operation. The absence of enemy contact might cause a concentrated enemy intelligence effort leading to discovery of the demonstration force's mission.

A demonstration can be used successfully when, during the projection of the deception story, there is a time, distance, or terrain factor that makes the lack of contact realistic. In essence, a demonstration attempts to gain enemy response in an area where a friendly force is exhibiting; but, as the enemy reacts, the friendly force withdraws without engagement.

HISTORICAL EXAMPLE

A demonstration is illustrated by the amphibious attack on Okinawa in April 1945. The operation plan called for 10th Army to make a two-corps attack on the west side of the island with the III Marine Amphibious Corps (two divisions) and the XXIV Army Corps (two divisions). To cause the Japanese commander to withdraw some of his forces from the area of the real attack, a demonstration was staged off the southeast coast of the island. The 2d Marine Division embarked on ships and loaded into landing craft offshore from the town of Minetoga as if preparing to land. The demonstration was repeated the following day. Upon completion of the demonstration, the division reembarked and returned to the area of the landing beaches where they reverted to Army Reserve. Eventually, the division was landed in the area of the fighting. The Japanese commander's estimate is not known; however, the true operation reached initial objectives 8–10 days earlier than expected.



3

RUSES

Ruses are tricks of war. They are generally single actions, planned or impromptu, that may be part of a tactical deception supporting political or strategic efforts.

The ruse is characterized by the deliberate placing of false information into the hands of the enemy. Ruses range from simple tactical tricks employed by soldiers

to strategic actions employed by nations. Tactical tricks by soldiers are applicable under any condition of warfare where combat forces are in contact.

Ruses are a variation or combination of a few simple tricks limited only by the imagination to conceive methods of employment.

HISTORICAL EXAMPLES

These examples may evoke new methods of employing old tricks:

1. Vigorous signaling to an imaginary supporting detachment assisted Sergeant York in his singlehanded capture of 132 enemy prisoners during the Battle of Meuse-Argonne in World War I.

2. During the early part of World War II, the British made a map reflecting false road conditions in a British-occupied area available to the enemy. The enemy's acceptance of this map influenced his direction of attack and the main supply routes for the coming offensive. The attack bogged down on bad roads which greatly assisted the British in defeating the enemy force. A similar ruse is explained in detail in annex D (see the Third Battle of Gaza, page D-1).



4

DISPLAYS

A unit can be tasked to conduct a *display* as a projection of the deception story. To do this, the unit presents a static production to the enemy surveillance system. In the conduct of a display, the unit may simulate, disguise, portray, or employ any combination of these.

DISPLAYS CAN BE:

- ☐ Simulations,
- ☐ Disguises,
- ☐ Portrayals, or
- ☐ Some of each!

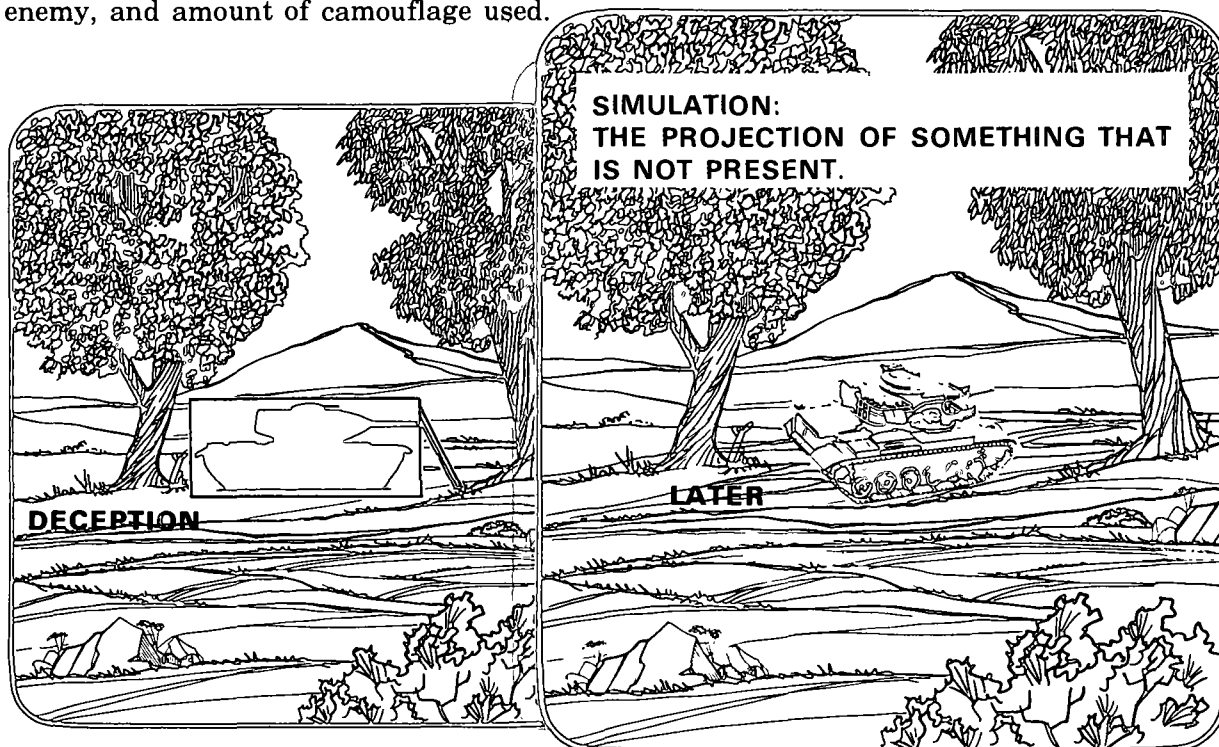
☐ In a *simulation* we *project* objects or systems that actually do not exist on the battlefield.

These projections have varying requirements for authenticity, depending on proximity of anticipated enemy observation, detection equipment employed by the enemy, and amount of camouflage used.

Ammunition and supply dumps, motor pools, airfields, air defense, and field artillery emplacements, missile locations, bridges, and field fortifications have been simulated successfully.

Simulations are also useful when the deception objective calls for enemy fire. Then the simulation may deliberately violate one or more of the principles of camouflage, revealing the object to enemy engagement. The real object (if there is one) remains concealed.

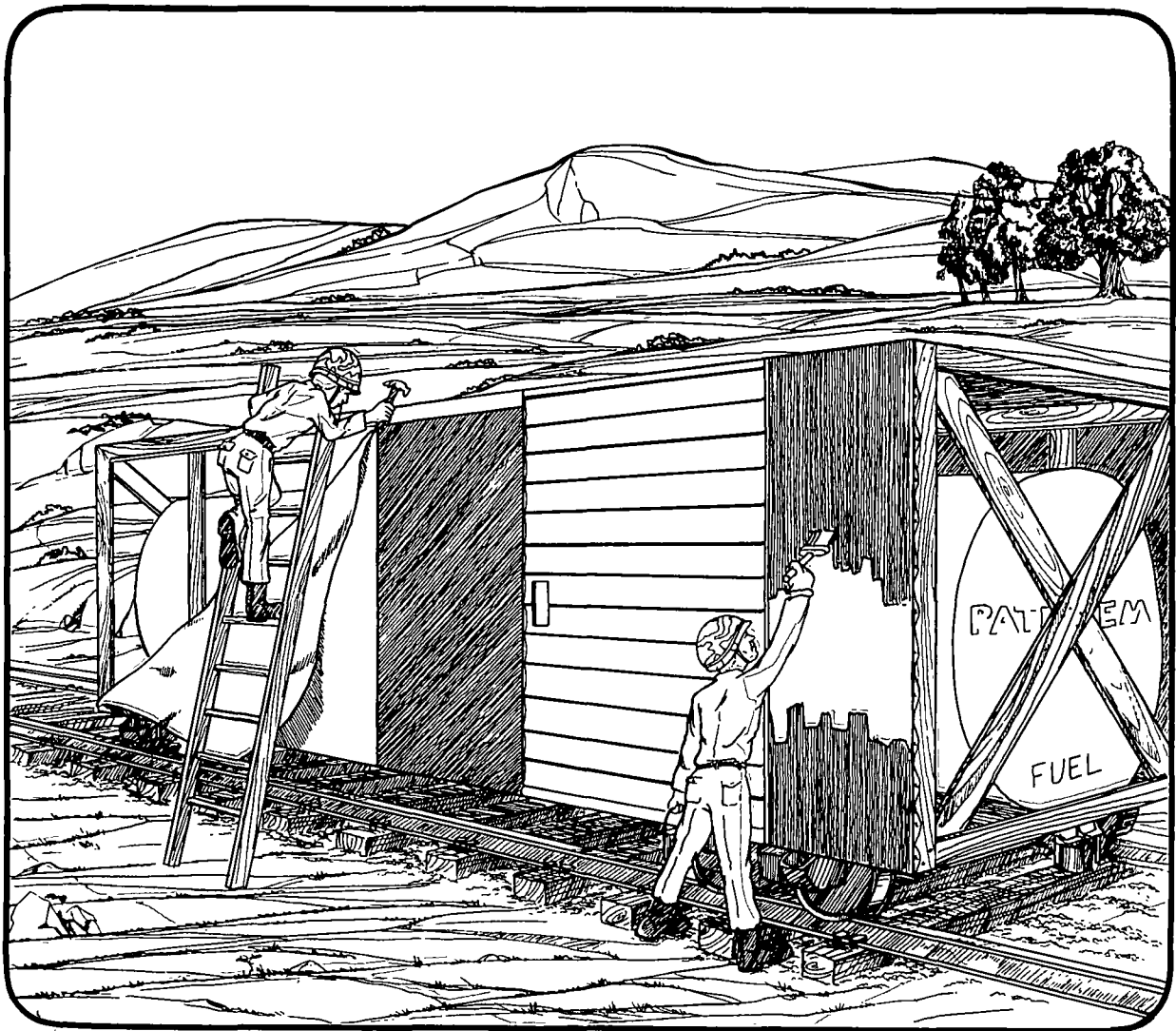
In other instances it may be useful to set up salvage or fabricated dummy equipment and prepare weapons positions, deliberately exposing their phoniness. Once these positions have been dismissed as dummies by the enemy, they can be occupied as real positions.



■ A *disguise* is *altering* an object to make it look like something else. Since many military objects or installations are extremely difficult to conceal completely, it may be easier and more desirable to disguise their appearance.

Disguise can also make targets of high value appear to be of little or no value. For example, tanks, artillery, missile transporters, and gasoline trucks may be disguised to appear as large cargo trucks; railroad tank cars may be disguised as empty boxcars or coal cars.

DISGUISE:
THE ALTERATION OF SOMETHING TO
APPEAR AS SOMETHING ELSE.



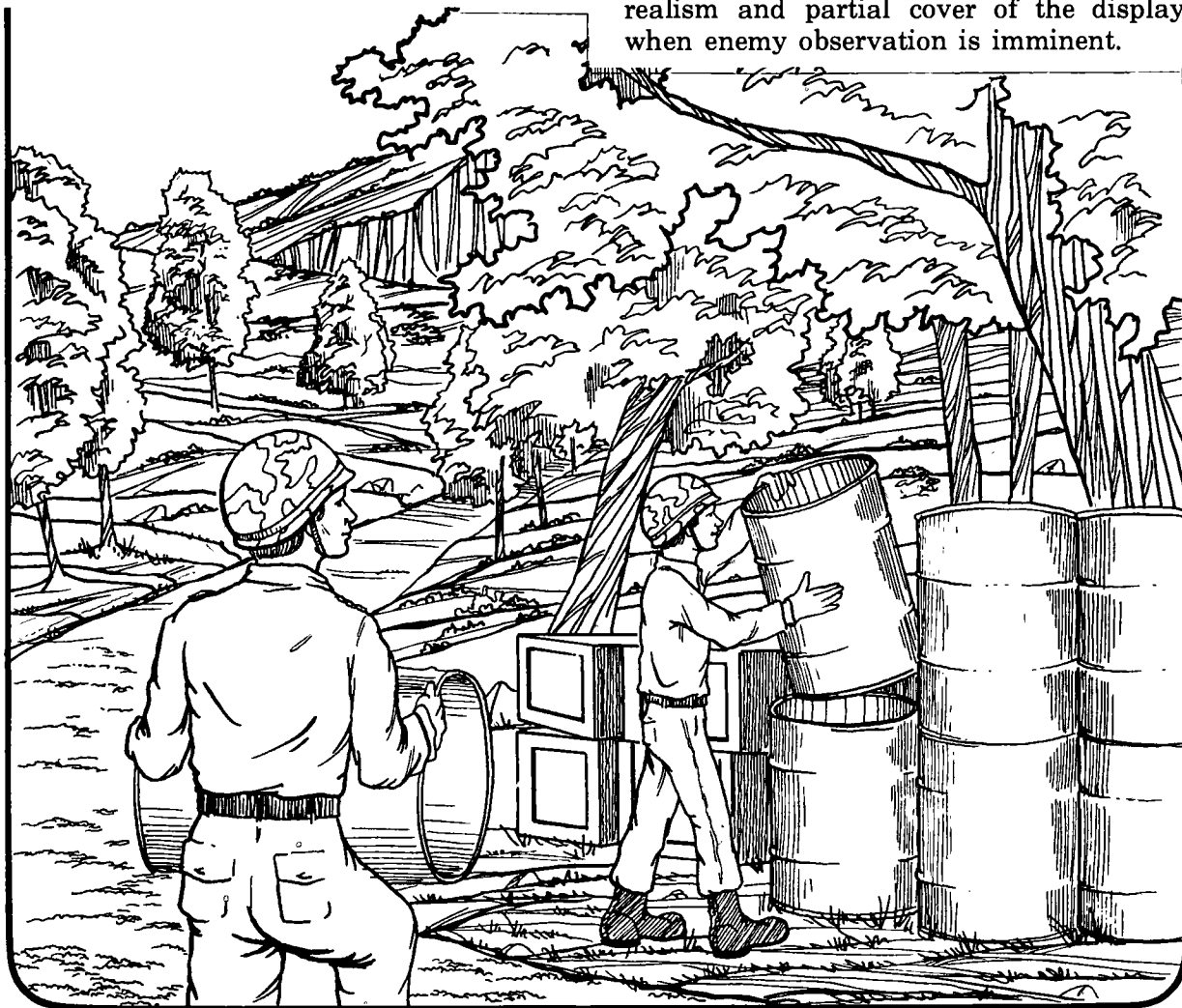
PORTRAYAL:

THE PRESENTATION OF AN ACTIVITY TO APPEAR TO THE ENEMY AS A KIND OF ACTIVITY IT IS NOT.

REMINDER: A WELL-CONCEIVED DECEPTION PLAN WILL USUALLY INCLUDE SEVERAL DECEPTION TASKS. THEY FORM THE FRAMEWORK AROUND WHICH DECEPTION IS PLANNED.

□ A *portrayal* is *presenting* to the enemy a unit which does not exist or which is of a different type than actually does exist. For example, elements of a cavalry unit might be used to *portray* an armored unit.

Installations may be portrayed by using existing facilities and adding the equipment and activity necessary to provide the desired appearance. Empty petroleum containers and ammunition boxes are excellent for portraying supply points. When schematically laid out along roads and trails, they are difficult to distinguish from real supply points. Smoke may be used for realism and partial cover of the display when enemy observation is imminent.



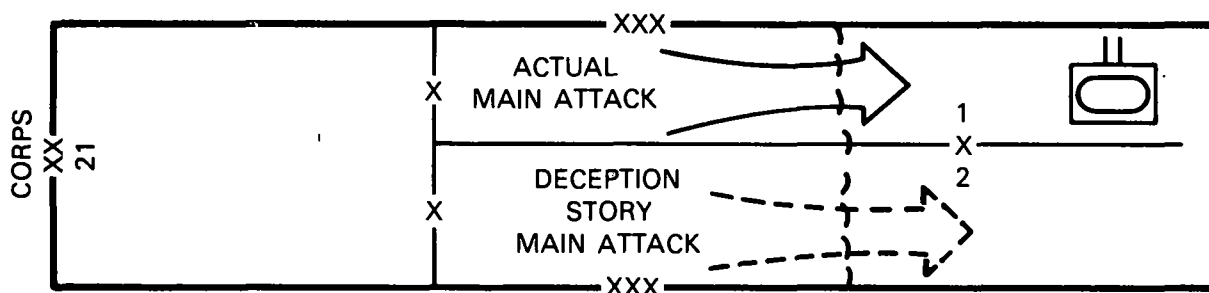
■ While a portrayal is considered an act in itself, it usually includes disguises and simulations.

HISTORICAL EXAMPLE

In September 1944, the 43d Cavalry Reconnaissance Squadron (Reinforced) occupied a 23-mile front on the left flank of XX (US) Corps on the Metz Front. This squadron portrayed an armored division for a period of several weeks, and was so successful that the German Order of Battle Maps showed the 14th (US) Armored Division to be in the area. At the time, however, the 14th Armored Division was not in Europe.

The following situation shows the relationship between the deception, objective, story, and tasks. The *objective* is to cause the enemy to move part of his reserve from the zone of the brigade making the main attack. The story is that the main attack will be made by the brigade in the south.

The commander, based on knowledge developed during analysis, selects the task upon which his deception will be built. He then adds additional tasks to complete and support the presentation of the story.



In the case of our sketch map situation, the phony attack in the south is a *feint*. There will be *displays* to provide the enemy with indicators of a logistics buildup, manipulative communication deception (discussed later in the chapter) to indicate increased communication activity in that zone (i.e., *ruse*, and *demonstrations* in the form of increased combat reconnaissance).

Instructions include steps to hide the preparation for and the initial actions of the unit's true operation, or, in other words, the information denial requirements. Identifying these requirements depends heavily upon the commander's ability to visualize

the battlefield and select those activities that would provide indications of the true operation. Remember that there are many things going on in the battle area that do not appreciably change, regardless of the tactical course of action being followed. Therefore, those specific activities that can reveal the true operation must be identified as critical by the commander and staff. The commander must task participating units to prevent successful enemy surveillance of those critical activities. So, in effect, there are two aspects of deception that must be brought together in instructions or orders: that which we want the enemy to perceive and that which we must hide.

DECEPTION MEASURES

Deception requires the provision of false indicators to the enemy. Thus, if the supporting attack is to be portrayed as a main attack (a *feint*), the unit conducting the *feint* must give the enemy evidence that it is the main attack.

DECEPTION MEASURES ARE FALSE INDICATORS

Information passes back and forth between opposing forces on a battlefield by what is seen, heard, smelled, and picked up by communications-electronics. The types of deception measures are, therefore, classed as visual, sonic, olfactory, and electronic.

1 VISUAL

DECEPTION MEASURES ARE:

1 VISUAL

2 SONIC

3 OLFACTORY

4 ELECTRONIC

Much of an enemy's intelligence is based on what is observed on the ground or seen in aerial photographs. Hence, effective visual deception is critical to the projection of the deception story. Visual evidence alone, however, will not deceive the enemy. It must be integrated with the projection of electronic, olfactory, and sonic deception, to include the movement of units. The enemy's collection capability determines the necessary combination.

WHAT THE ENEMY SEES MUST BE REAL IN HIS ANALYSIS

The enemy does not see 100 percent of our battlefield activity any more than we see 100 percent of his. So units conducting deception must insure that what the enemy collects through his information-gathering activities will lead him to accept the deception action (*feint*, *demonstration*, etc.) as real.

DUMMIES AND DECOYS

Two items commonly used in visual deception are dummies and decoys. A *dummy* is an imitation of something on the battlefield. A *decoy* is used to draw the attention of the enemy away from a more important area. When a dummy is used to draw the enemy's attention from some other area, it is also termed a decoy.

It is not necessary to have specially manufactured equipment to conduct visual deception. Dummies may be available from supply stocks, or they may also be constructed locally using salvage. If not extensively damaged, unserviceable or combat loss items can be used as dummies. The distance, both on the ground and in the air, from which the enemy must observe the items or actions dictates the degree of realism required. When deception must be projected for long periods, alternating dummy and real items enhances realism and serves to allay enemy suspicions.

Visual deception activity must present realism and completeness. If you are simulating fortifications, installations, or other activities, show significant items the enemy would expect to see. Tanks have gun tubes, certain types of silhouettes, and make tracks in the ground. If dummy vehicles and equipment are used, then the type and number of tracks and wheel marks for the size unit we want to portray are necessary. It is best to make them with real equipment.

Debris such as cans and cigarette packages can be scattered about to create evidence of troop occupancy. Camouflage is employed normally. In fact, if deception must be employed rapidly and there is not time to construct elaborate dummy positions, units can do what the enemy should expect: camouflage and/or smoke the area in which the deception story calls for an activity or item, using partial concealment to overcome faults of the individual visual measures.

Visual deception requires realistic progression to give the enemy what he expects to see. The deception activity must present personnel and vehicular movement.

By comparing photographs taken at different times, the enemy will readily detect a lack of movement. Logical activity should be accomplished by movement of dummies

or decoys, by operation of equipment and, if possible, by activity of some real troops to show evidence of occupancy. These activities must continue during darkness and inclement weather.

Camouflage is an important element in deception actions. If we are going to project visual evidence of a deception story, the enemy *must not observe* evidence of our *true operation*.

**IF YOU WANT THE ENEMY
TO BELIEVE IT'S THERE,
HE MUST BE ABLE TO SEE IT.**

**ON A BATTLEFIELD EVERY-
THING MOVES—EVERYTHING
CHANGES. DECEPTION MEAS-
URES MUST BE DYNAMIC.**

REALISM VITAL

CAMOUFLAGE

We hide, blend, or disguise to prevent the enemy from observing our real activities. However, when employing visual deception, we may camouflage all or part of a real or false military object to project the desired effect. We may *intentionally camouflage something poorly* so that he will observe what we want him to observe, or we may completely conceal a unit we don't want observed.

In any type or size of deception, it is important that projection of visual evidence be consistent. If a unit is being concealed by camouflage, *all elements must be concealed totally*.

USE OF SMOKE

Smoke may be used with dummies or decoys to simulate activities that normally produce smoke. Smoke is used to screen the sites of real activities or installations, to simulate activity by screening a probable site without an actual display, and to simulate ground haze or mist when visibility and the tactical situation may unmask decoys.

SWITCH PEOPLE AND THINGS

Using previously prepared positions increases the realism of visual deception. Switching dummy and real items in and out of these positions might allay any suspicions concerning the deception. This should be considered when deception must be projected for long periods of time.

USE SECURITY

A projection of visual evidence to the enemy may be lengthy and, because of the fluidity of modern battle, may need protection from close-in observation. The situation may also require that friendly personnel not see or touch these simulators. Therefore, establishment of a secure zone should be considered.

**VISUAL DECEPTION—
SHOW THE FALSE, CONCEAL THE
REAL**

2 SONIC

Sonic deception is the projection of sounds to produce battlefield noises. It is directed against the enemy's sound ranging set and the human ear. We use sonic measures to convey to the enemy the identifiable sounds of a specific activity in accordance with the deception story.

Sonic measures must often accompany visual deception, for the enemy will seek to confirm what has been seen by other means (e.g., air photographs may be confirmed by reconnaissance patrol and vice versa). If a unit is being displayed to enemy surveillance, vehicle sounds and equipment noises should match those the enemy knows are used by the unit being projected. In addition, the sounds should originate from logical places the enemy can accept as occupied by the unit.

Sonic deception can be applied to various activities such as vehicular movement, construction work, bridge repair, road construction, construction of troop emplacements and shelters on the battlefield, etc.

Those charged with providing noise for enemy reception use real items (tanks, trucks, etc.) and sonic simulators. The simulators may be electric, such as loudspeakers, or nonelectric, such as explosives, blank ammunition, etc.

There are some considerations which apply to the use of sonic measures.

Although an individual with normal hearing can recognize several separate sounds (exhaust of a motor, splashes, voices) that arrive simultaneously, his estimate of the distance from the source is unreliable. He deduces that a sound rising in frequency is coming toward him; one

USE OF SOUNDS

What the enemy sees should be reinforced by what he hears. Thus, integrate sonic deception with other deception measures.

Whether the source of NOISE is real or simulated, the purpose is the same—TO PROJECT THE SONIC CHARACTERISTICS OF SPECIFIC ACTIVITY(IES) OR MATERIEL TO THE ENEMY.

CONFUSE AND MISLEAD

lowering is receding. Specially prepared recordings can mislead or confuse him, although the sound is emanating from a fixed location.

MIX REAL WITH THE FALSE

A false sound by itself will seldom be successful on the battlefield; it is necessary to blend true sounds with those reproduced artificially. For example, the sound of firing projected electronically should be accompanied by some real fires; otherwise, the lack of trajectory overhead may reveal the deception.

USE LOGIC

Sounds must be compatible with their purported origins. For example, the enemy will doubt the sound of tanks in a dense swamp. They should also coincide with visual measures being presented. In projecting the sounds of indirect fire support, for example, the sound must seem to come from a defilade position.

CONSIDER ENEMY OBSERVATION

Obviously, the less effective the enemy's visual observation, the more effective the projection of sonic deception measures. Therefore, their effectiveness is increased at night or when the point of origin is obscured by artificial means such as smoke.

ENVIRONMENTAL EFFECTS

The range of sound signals depends on climatic conditions, vegetation, topography, temperature, humidity, etc. Although distances cannot be predicted, cool, humid, still atmosphere and water surfaces carry sound best. Since each area must be evaluated when devices are employed, sonic measures should be tested in surroundings similar to the deception area.

SOME SOUNDS MUST NOT BE HEARD

Deception must also provide for the prevention of sounds that will give away the true operation. At night, strict enforcement of basic light and noise discipline is necessary. "Padding" can also be used when the primary interest is concealment. The operations area can be saturated with indi-

cators to obscure sounds of preparation or movement associated with the true tactical intent.

.... JUST AS SOME SIGHTS MUST NOT BE SEEN.

3 OLFACTORY

Simulated battlefield odors can be used for deception. Pending the development and standardization of olfactory agents, munitions, and devices, it is left to the ingenuity and resourcefulness of commanders in the field to improvise means for simulating battlefield odors.

Here are some considerations for the deception planner.

The smells projected during a deception must be consistent with the visual, sonic, and electromagnetic measures being used.

One factor affecting the use of olfactory measures is proximity to the enemy. The enemy must be close enough to friendly units to smell our simulated battlefield odors if the olfactory measure is to be useful.

As in the case of sonic measures, the distance that olfactory measures are effective will depend on climatic conditions. Therefore, planning must take into account wind patterns, temperature, etc.

Night patrol leaders have often confirmed information or been alerted by smell. Smells common to every military force are food, explosives, and POL.

Cooking smells can be used by an individual, a small patrol, or a larger unit to assist in adding credence to a deception. Certain smells might suggest the size of a unit by indicating whether or not a dining facility is in operation.

Medicinal odors might enhance the simulation of a unit that would normally have a medical detachment.

Gunpowder smells would assist in simulating small arms and artillery fire. Smells

WHAT THE ENEMY SMELLS MUST AGREE WITH WHAT HE SEES AND WHAT HE HEARS

DISTANCE IS A FACTOR

ENVIRONMENTAL EFFECTS

USE IMAGINATION

associated with armored units such as fuels and oils become important when trying to deceive the enemy about the location and intent of an armored unit.

Since there is no standardized deception equipment or substitutes, use the real thing when employing these measures.

4 ELECTRONIC

Electronic deception is the deliberate radiation, reradiation, alteration, absorption, or reflection of electromagnetic radiations to mislead an enemy in interpreting data received by his electronic equipment and to present false indications to electronic systems.

Careful integration of electronic deception with visual, sonic, and olfactory actions is critical to the successful projection of a deception story. What the enemy intercepts and locates *electronically* must agree with what he has SEEN, what he has HEARD, and what he has SMELLED. When successful, it denies the enemy a source for determining the location of combat elements and misleads him as to their capabilities and intentions. Because of the volume of electromagnetic radiation used on the battlefield for communication, surveillance, navigation, etc., this aspect of deception requires close attention.

Electronic deception falls into two broad classes of activity. One occurs when we pass false data between our own stations or emit it from our noncommunications devices to take advantage of the enemy SIGNAL INTELLIGENCE (SIGINT) capability. This is known as Manipulative Electronic Deception (MED).

Manipulative Electronic Deception

The use of friendly electromagnetic radiations to falsify information an enemy can

Just as in visual and sonic deception, characteristic smells of units or equipment associated with true intentions or capabilities must be concealed. The planner/operator must first determine what the enemy must not smell, then control its source or conceal the smell with a stronger one.

obtain from analyzing electromagnetic radiations.

The other type occurs when we enter the enemy system posing as one of his stations or devices. This is known as Imitative Electronic Deception.

Imitative Electronic Deception

Intrusion on the enemy's channels and introduction of matter in *imitation* of his own electromagnetic radiation to deceive or confuse him.

Electronic and associated equipment used by both friendly and enemy units have electronic signatures peculiar to that specific piece of equipment. These signatures are exploited in deception. An electronic signature may be identified by:

- Equipment characteristics, such as frequency, type of modulation, and power output.
- Employment of equipment, such as type of communication net; relative geographic positions; and correlations between communications and noncommunications equipment normally operating in the same unit or in the same geographic location.
- Operating procedures, such as schedules, traffic volume, patterns, distribu-

tion of messages within a single net, types of cryptology systems employed, and schedules for changes in call signs, frequencies, or other operating practices.

When planning a deception, all unit electronic activities—those in support of ongoing activities as well as those that will support the deception operation—must be reviewed. All must be integrated and mutually noninterfering. Close control and coordination will be necessary, especially during manipulative electronic deception. Planning is done to avoid confusing friendly operators with information broadcast over friendly nets or with unique returns on noncommunications equipment. MED can be used by any commander so long as he uses only equipment under his control.

The staff planner will work closely with his unit's intelligence system to determine the electronic measures most likely to be intercepted by enemy SIGINT, thus presenting the best possible channels for the deception story.

MANIPULATIVE DECEPTION

False emanation must be:

- On signals strong enough to reach the enemy.
- On a frequency the enemy can intercept.
- In a modulation the enemy can intercept.

In planning and directing these deception actions, the C-E and EW personnel will consider what is occurring and what should occur with all electromagnetic emitters in the unit's area.

Since electronic deception planning includes concealment, units to be electronically concealed should have good SIGSEC records, or special controls will be needed.

The tactical deception planner looks to the unit's C-E officer and the EW planners to select specific techniques based on his unit's C-E profile. So that electromagnetic evidence can be consistent with visual, sonic, and olfactory measures, some C-E actions will be reduced or shut off and some will be simulated.

UNIT SIMULATION: The use of actual equipment or specially designed simulators to indicate a unit in a certain location within a specified time frame.

SYSTEM SIMULATION: The use of systems that give off emissions peculiar to a particular organization. A counter-mortar/counterbattery radar is peculiar to an artillery unit; therefore, by turning on that type radar, you can indicate the probable existence of an artillery unit.

ACTIVITY SIMULATION: The operation of noncommunications emitters to imply a type or change of activity by a unit; for example, all surveillance radars placed in a typical defensive array when, in fact, the intention is to attack.

To project the deception story through the introduction of false information into enemy communication systems, Imitative Electronic Deception must consider the risks to the SIGINT effort. This type of deception, if recognized by the enemy, will provide data concerning the friendly intercept effort. Thus, the enemy may be expected to improve his communication security and procedures to prevent friendly SIGINT success.

Targets for imitative deception can range from cyptographic systems to very simple, plain-language tactical nets. Imitative deception efforts are designed to cause decisions based on false information, but this capability is also used to harass enemy radio operators and impede their mission.

Imitative electronic deception will most likely succeed when enemy SIGSEC measures are unsophisticated or electronic equipment operators are lax and undisciplined. Imitative deception aimed at higher echelons is difficult because of the use of sophisticated cyptographic systems.

Electronic equipment capable of convincingly duplicating the functions of enemy equipment must be used in the deception. If available, captured enemy equipment should be used to insure that the technical characteristics of signals are authentic. A proficient linguistic capability is required if voice transmissions are used, and an operator capable of imitating the transmitting style of the enemy manual Morse operator is required when continuous wave is used.

In imitative deception, language is critical. The deceiver must speak the enemy's language the way the enemy speaks it.

A number of factors in the tactical environment affect imitative electronic deception. Weather, terrain, and tactical deployments that degrade the functioning of enemy electronic equipment increase the opportunities for deception. The level of combat action and the type of tactical operation being conducted affect the possibilities for electronic deception and the methods used. (See annex B.)

INTEGRATION AND COORDINATION

Once he has tasked units, the commander or staff officer must insure that these measures are integrated to provide a consistent presentation to the enemy and that the required surveillance denial is properly coordinated.

This surveillance denial involves all the traditional aspects of countersurveillance. Deception measures are checked and double-checked to avoid compromise. For example,

if we are projecting an armored buildup in one area of the battlefield with dummies and sounds, we cannot allow the communications signature of tank units in the true buildup area to be emitted and intercepted by enemy SIGINT capabilities.

The task of the unit using deception is to orchestrate the tasks, measures, and surveillance denial across the entire deception area.

NOTIONAL ACTIVITY

The adjective "notional" is combined with other military terms (e.g., "notional plans," "notional weapons," and "notional

order of battle") to indicate false objects or plans the friendly force wishes the enemy to accept as real.

"Notional" describes a false activity conducted to project the deception story to the enemy analyst. Thus, tasking a company to perform as a "notional battalion" directs it to organize, to geographically deploy, and, using deception measures, to display the characteristic signature of a battalion to enemy surveillance. The purpose is to place a friendly battalion in the enemy's estimate of our order of battle at the time and place called for in the deception story.

The notional unit/activity is an economy-of-force measure to support the deception, causing the enemy to obtain a false appreciation of friendly strength, composition, and intentions.

This is another aspect of deception built around the concept of "conceal the real and reveal the false." The true location and assignment of the battalion concerned must not be revealed to the enemy.

To avoid confusion, A *Notional Order of Battle* is constructed when a deception is planned. It explains the way the enemy should conceive our task organization if he is to accept the deception story and react in accordance with the deception objective. In the example on page 2-9, the enemy analyst should estimate that more of the battalions available to the division are in the south than in the north. A notional order of battle provides guidance to the brigades as to which battalions, according to the story, are attached for the main effort. The brigade in the south must project the attachments to the enemy, while the brigade in the north must *conceal* the attachments of these units for the *true* main attack. (Annex C contains an example.)

The *notional unit/activity* concept is based on the premise that a unit can be organized and employed to display the characteristics of a larger unit or of another type of unit.

Units can be ordered to conduct notional projections to conform to deception stories of larger unit deceptions without knowledge of the total effort. A unit may be ordered to provide a notional unit by:

- Portraying a real unit in other than its actual location.
- Simulating a nonexistent unit.

Notional moves can be used to project deception story elements. For example, by combining sonic, visual, and electronic measures, a small element of tracked vehicles, with proper communications equipment and careful spacing and timing, can convince enemy analysts that a company or a battalion is, or was, moving from one locale to another.

In lengthy deceptions using simulations, evidence of the existence of a notional unit should be provided to enemy intelligence channels prior to the portrayal of a unit on the ground—perhaps by a ruse.

NOTIONAL UNITS MUST:

- Occupy the right amount of terrain.
- Conduct the appropriate activities.
- Have the right indicators:
 - Visual.
 - Sonic.
 - Olfactory.
 - Electronic.

Notional activities, no matter what aspect of the deception story they are projecting, must follow operational patterns. There are ways in which US Army units do things; this is what the analyst expects to see and this is what the notional activity must give him in the aggregate of measures provided. A unit projecting a notional battalion move, for example, should have radio

traffic to indicate the existence of a reconnaissance party, an advance party (or quartering party), and a main body of troops, etc.

When a large-scale deception (theater) is conducted, it is important that, once the enemy has accepted a notional formation, extreme care be exercised in discontinuing

the deception operation. Notional formations must be phased out along with the deception story, as though they were real units. For example, a notional separate armored brigade might be eliminated by breaking up the unit to reinforce or to replace losses in a similar real unit. It may be necessary to start presentation of this to the enemy prior to the phase down of the deception.

IT IS WITH THE MEANS DISCUSSED IN THIS CHAPTER (TASKS, MEASURES, NOTIONAL ACTIVITIES) THAT THE IMAGINATION OF THE STAFF PLANNER WORKS TO CREATE SURPRISE THROUGH DECEPTION.

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CHAPTER 3

PLANNING THE DECEPTION

This chapter is for the member of the tactical headquarters who must convert the decision to use deception, the deception objective, and the story into a directive to be followed by units of the command. It deals with those aspects of deception planning affecting a commander or staff officer; with organizing to achieve security; and with the difficult task of converting a visualized deception into specific instructions.

THE THREAT TO DECEPTION OPERATIONS

The threat to deception operations is encompassed within the enemy intelligence collection effort. Hence, deception planning requires familiarity with enemy intelligence operations. The commander or staff officer planning tactical deception needs detailed information on the enemy's intelligence capabilities in the battle area. It is on this information that he bases his plans for projecting the deception story, and he de-

pends on his own intelligence organization to provide it.

The prevention of enemy foreknowledge of the planned deception is the major concern during planning and preparation for the operation. On the battlefield, the enemy will be employing all-source intelligence collection. His data is obtained from human intelligence (HUMINT), photo imagery collection, and signal intelligence (SIGINT).

HUMINT

The enemy derives HUMINT from covert agents, sympathetic local populations, interrogation of POWs and reconnaissance units, as well as from other occasional sources. The threat posed by covert agents may be considered significant if the friendly planning level is corps or higher. Reports of the local population are normally slow in

reaching the proper enemy intelligence center. In most cases information derived from enemy interrogation of POWs will have little effect on friendly tactical deception because of its lack of timeliness. Enemy reconnaissance units pose the major threat to deception operations of friendly tactical units.

ENEMY RECONNAISSANCE UNITS

The reconnaissance battalion at division and the reconnaissance company at regiment are equipped with PT-76 light amphibious tanks, BRDM armored scout cars, BRDM-2 RKH armored chemical reconnaissance vehicles, and URAL-3 motorcycles.

The division reconnaissance battalion normally operates up to 1 day's march ahead of the main body. A motorized rifle or tank company will usually reinforce the battalion. The regimental reconnaissance company, reinforced with engineers, air defense and either motorized rifle troops or tanks, will operate ahead of the unit, moving boldly, reporting, and then bypassing opposition. In addition, advance guard battalions of regiments moving to contact deploy a reconnaissance patrol of reinforced platoon strength up to 5 kilometers to their front. Engineer, artillery and chemical troops have reconnaissance specialists who are cross-attached to leading reconnaissance units.

In static situations reconnaissance units are always in close proximity to the FEBA. They continually conduct target acquisition and gather information for planning future operations.

Except when conducting reconnaissance in force, the enemy commits reconnaissance units in small groups which seek to avoid detection or engagement. The only combat activity anticipated by reconnaissance elements is the ambush of small elements to obtain documents, POWs, etc. When confronted with an apparently large force (such as a large national force), enemy reconnaissance units normally avoid engagement, only reporting the sighting while attempting continued observation at a distance, using well-covered positions. Enemy reconnaissance elements, therefore, are potential deception story channels.

The enemy reconnaissance elements report to their commander or his chief by radio or by motorcycle dispatch. Radio transmissions are minimized to conceal reconnaissance operations. Friendly SIGINT intercept of enemy reconnaissance elements can occur, but opportunities for direction finding fixes will be rare.

There is no standard tactical formation for enemy reconnaissance units. Their doctrine calls for adapting to the terrain and the situation to minimize detection and engagement. The formation is altered to meet changing requirements of specific missions. Reconnaissance is the least doctrinally-bound enemy operation.

ARTILLERY

The target acquisition units of enemy artillery must be considered in reviewing the threat as part of deception planning. These units contain:

- Tracked SP surveillance and weapon locating radars.
- Radar intercept and direction finding sets.

- Sound ranging equipment.
- Flash spotting observation posts.

The need for consistency in projection of deception measures requires that planners and executors of deception consider the enemy artillery channels as a key part of the threat collection effort.

IMAGERY

Enemy collection includes information obtained from imagery capabilities of several modes:

- Aircraft.
- Hand-held cameras from ground, sea or air.
- Strategic platforms.

Of these three, aircraft pose the greatest threat to the deception activities of the tactical commander. Hand-held photography requires lengthy reaction time.

One or more tactical air armies may be allotted to a front. An enemy tank or combined arms army may be provided for direct air reconnaissance support from these resources. This will subject the friendly forces to visual reconnaissance, day and night aerial photography, television surveillance, and radio technical reconnaissance. All enemy aircraft report information resulting from missions through front channels. Important targets for tactical air reconnaissance are nuclear delivery means, command and control centers, and reserves; therefore, how the enemy sees these will affect his reaction to the deception story projection.

SIGINT

The major enemy threat to the success of a tactical deception is SIGINT which results from his ability to intercept friendly signals and directionally locate friendly emitters. This information can be sent in near real-time to almost any command level. Friendly planning for electronic deception measures must consider the enemy radio and radar intercept units that move forward immediately behind leading regiments. The enemy also uses airborne platforms to increase the range of his intercept efforts.

Hence, the HUMINT threat can be minimized by aggressive counterintelligence and security practices. Correspondingly, the imagery threat can be lessened by rigid concealment and camouflage discipline. The electromagnetic collection threat, however, is the most dangerous enemy intelligence capability because SIGINT can rapidly defeat tactical deception. Communications discipline and security are the basic means by which our intentions and actions can be shielded from this threat.

OVERALL CONSIDERATIONS

TIME

The most important factor is **time**: its availability and its use from both the friendly and the enemy view. In planning, you must perceive the sequence of activities through the entire time span of the deception.

The commander or his staff planner must determine the appropriate time to begin and end each action. This is done by visualizing the false situation being projected and sequencing the deception actions as if they were real. The controlling factor throughout is the **timing of the true operation**.

FRIENDLY FORCES

- Timing deception actions.
- Duration of deception actions.
- Optimum time to initiate true operation.

Consider timing for the enemy's receipt of the indicators, his processing and evaluation, and his decision. The key to the sequencing of a deception is **THE ENEMY LEVEL OF CONTROL AT WHICH THE DECISION (DECEPTION OBJECTIVE) WILL BE MADE**. As noted in Chapter 1, although the actions of a division may be the objective of deception, the target (i.e., enemy decisionmaker) may be at combined arms army level or higher. In such a case, more time will be needed for enemy *decision-making* and *implementation* than if the deception target were at a lower level such as a regiment.

Visualize the sequence of actions and plan backward from that point during the battle when the action or inaction (the deception objective) will place the enemy force in the worst position or at maximum disadvantage.

Deception can be effective for periods ranging from several hours, in the case of a

feint, to possibly several days in the portrayal of preparing for a river-crossing. However, avoid using all available time if it is more than needed. It must be assumed that the enemy eventually will begin to question all or parts of the friendly deception efforts if they continue too long. The probable effective duration depends on knowing the enemy's psychological attitudes and his intelligence capabilities. Thus, the G5 and the G2 are closely involved in planning the use of time.

ENEMY FORCES

- Time to collect, process, evaluate intelligence.
- Time for staff, commander, and forces to react.
- Time of maximum disadvantage.

To control the deception sequence, an implementing schedule or a chronological listing of events and activities must be prepared. This is, in effect, a scenario of the presentation of the story to its audience—the enemy (see example at annex C, appendix C). By visualizing the deception events and by answering the following questions, the implementing schedule can be developed:

When should displays, demonstrations, and feints begin to be observed by enemy intelligence collection systems?

How long should each action be carried out?

When should the deception efforts be exploited?

How much time should be allocated for the enemy to produce intelligence as a result of our deception efforts?

How much time should be allocated for the enemy to react completely to our efforts?

When do we expect him to be at maximum disadvantage?

What are the anticipated consequences of our efforts?

What will be the impact if the enemy does not pick up specific displays, demonstrations, and feints in the order planned?

ACCORDING TO THE DECEPTION STORY

ACCORDING TO WHAT WE KNOW ABOUT THE ENEMY

As the implementing schedule is developed, you must also deal with the problems of continuity and termination.

CONTINUITY AND TERMINATION

Deception measures must relate to past and future battlefield activities. The tactical plan must be sufficiently flexible to allow discontinuance of any deception effort so it is not detected as such by the enemy.

Deception activities should terminate in a logical manner. At times, the enemy will blame his own systems for failing to provide timely and accurate intelligence, rather than accept the fact that he was deceived. Often a unit's aim is to remain undetected or, if detected, *to be discovered too late for the enemy to recover adequately.*

To handle these problems properly, analyze each activity that must be projected. Assign deception tasks (feints, ruses, etc.) to those tactical elements whose ongoing actions can make their deception activity seem a logical continuation and to those units whose visualized situation at the end of the battlefield action will appear a logical result of both the deception story and the true action. Review all nondeception action taking place to insure that the logical sequence of the deception story projection is not compromised through mistimed action.

FLEXIBILITY

No battle ensues as planned. A planned deception must be sufficiently flexible to be altered as unexpected changes in the battle situation occur.

It is always possible that deception may produce a reaction contrary to expectations. Some measures may not be picked up by the enemy. Actions unrelated to current operations may cause unanticipated enemy reaction. The effectiveness of deception depends on the variety of measures and techniques used.

As in the true operation, the deception must be flexible enough to exploit unexpected success, as well as to continue effective combat against the enemy in the case of failure.

A deception whose tactical situation must develop exactly as it was war-gamed during the decision-making process is unlikely to succeed.

PATTERNS

Consider patterns from two viewpoints. First, review the unit's battlefield habits to see if patterns of operation have developed that would be useful for deception purposes. Thus, if artillery preparations for attacks are always the same time-length and caliber mix, this information is probably useful to enemy intelligence and can be used when conducting a feint or demonstration. Another pattern might result from the repeated deployment of troops on certain terrain features.

Second, review previous deceptions to avoid establishing a pattern which would cause compromise. In deception, repeated employment of a particular measure degrades its usefulness. A pattern of measures in battle will soon be recognized as deception. Deception is not achieved by following a rigid or stereotyped pattern. Tactical planners must insure that deceptions by subordinate units do not become predictable.

REALISM AND PLAUSIBILITY

During planning and execution of a deception, considerations for selecting the deception story (appropriate, within our capability, and plausible) are also the criteria for selecting or rejecting the various tasks to be performed. All deception activities must fit into the overall battlefield situation. These efforts should not appear contradictory to enemy intelligence. For example, information passed to the enemy through communications deception should not be negated by enemy visual, IR, or radar surveillance intelligence.

From the time the deception objective is received until the deception ends, the planning officer must constantly review and appraise the OPSEC posture of the unit. The aim may be to keep evidence of deception not only out of enemy channels, but also out of friendly administrative channels where it could be compromised.

Therefore, in planning and preparing for a deception, secrecy is essential. Any indications of possible deception will alert the enemy and probably cause intensifi-

cation of his surveillance efforts; and, if he is clever, may enable him to surprise the friendly unit planning the deception.

To achieve desired results, it may be necessary to deceive friendly troops regarding the commander's real intention. Compartmentalization, out-of-normal channels and close-hold techniques may be required. In some situations, all deception messages may have to be dispatched as a special category. Initial information may

have limited distribution, with correspondence and plans dispatched by courier direct from one person of a command to a specific person of another command.

- Each action fits logically into the scheme of the overall operations.
- Evidence is projected by multiple means.

ORGANIZING FOR PLANNING

Normally, a tactical headquarters uses its existing staff organization to plan and supervise deception. However, when security is essential, other organizational techniques may be considered. There are four ways to handle deception planning:

- Normal
- Commander only
- Close-hold
- Ad hoc staff

The technique selected for planning specific deceptions can be different each time, depending on existing conditions. For example, if the battlefield is fluid and fast-moving, the control required will be less than in a relatively stable situation where opponents can continuously observe one another. Time available, location of headquarters, security posture, the nature of the true operation, and the action selected as the primary deception vehicle will also affect the selection. Each organizational technique has different advantages.

In most tactical situations the **normal staff** organization can probably be used. Staff members planning deception will also be doing their normal staff work. Because they are familiar with the commander's

desires, policies, and basic methods of tactical employment, they can function as a coordinated and integrated element in developing deception plans and tactical concepts. OPSEC awareness must be high, as each staff member will be handling planning actions for both the true operation and the deception.

In the **commander only** technique, a commander elects to conduct deception, issues direct orders, and reserves to himself (alone) all details of the plan. The deception may be his own concept or may be directed by his superior. None of his staff is fully aware of his intentions.

The advantage of this technique is a high degree of secrecy. However, its potential dangers are obvious: by not employing the expertise of the staff, a serious error might occur.

In the **close-hold** technique, officers from staff sections and units are detailed to the operation element to assist in the planning effort. This approach is often described as "**WORKING IN THE TANK.**" When the plan is completed, it is coordinated with those staff office chiefs and supporting units represented, and then goes to the chief of staff or directly to the commander for approval.

The advantages of this method are expedition and OPSEC. This technique can be used to maintain secrecy when a unit is in an assembly or marshalling area, since a group of planners can be isolated from their sections/units for several hours to conduct rapid deception planning under secure conditions. The danger is that staff actions may be neglected. To prevent this, action officers who "work in the tank" are usually handpicked by the operations officer or chief of staff.

The selection of well-qualified officers experienced in staff planning and deception should result in successful planning. For special situations, **close-hold** can be a compromise between **normal** and **ad hoc** staff techniques.

In planning deception for large-scale future operations, the organization usually chosen is the **ad hoc staff**. Here, experts from outside the command are included. Usually the operations officer exercises staff supervision over the **ad hoc staff**; otherwise,

they report directly to the chief of staff or the commander.

Outside members of the **ad hoc staff** may not know the applicable staff SOPs. However, if members of the unit's headquarters team are included, a good plan should result despite some unfamiliarity with the routine methods of operations. This technique usually insures security, as the **ad hoc staff** can be isolated from the operational area. Care should be taken, however, to insure that they have access to the latest information from the commander's staff.

—REMINDER—

Although selection of staff organization may be dictated by special security requirements, it is expected that **MOST OF THE TIME** a tactical headquarters will use its existing staff organization to plan and supervise deception.

PREPARING THE PLAN

One of the most difficult aspects of deception is converting the concept and the approved story into instructions (orders) for subordinate units. Although it may appear confusing, your task can be efficiently organized. Let's plan a deception for an offensive situation to see how it's done.

In this hypothetical case the division has two available avenues of approach. The intelligence officer's analysis is that the enemy has deployed to stop our advance with his main combat power in the zone with the best avenue of approach.

Because of the enemy's disposition, the division commander has elected to conduct

his main attack in the zone with the second-best avenue of approach. His deception objective is to hold the enemy's reserve in the southern zone, taking advantage of their expectations. The deception story, with the main attack to be made in the south, has been approved, as well as the operations officer's recommendation that the 2d Bde's supporting attack be projected as the main attack (i.e., a feint).

What follows relates to annex C, "Deception Plan Example." The annex illustrates a solution to the staff planner's problem presented here and provides additional advice.

Where do you begin? The first step is to approach the deception story as if it were the division's actual tactical plan. This gives a mental lead-in to what you will have to present to the enemy. For example, **what would the division's task organization be?** This, then, is the notional order of battle that you want the enemy situation map to reflect.

What actions would the command take if the deception were the true course of action?

Here you are interested in those actions peculiar to the type of operation (of the deception story) that should be revealed to the enemy to achieve acceptance of our intention to attack along the best avenue of approach. In our example these actions would include the preparatory and initial actions of a main attack (e.g., reconnaissance, artillery registration, positioning of units, movement of combat service support, etc.). Picturing these, ask yourself the next question:

What deception tasks (not to be confused with measures) will present these actions to the enemy?

You may determine that a demonstration is needed and that a display will be used to support the feint.

Who then will present them?

With the answers to these questions you can begin to fill in your notes for task assignments. This is, of course, the key to developing an order or plan. You can also see that the current organization for battle in the true operation, shown in the task organization of an OPORD, may have to be adjusted in order to conduct the deception. If so, it can be written in the task organization of a deception plan (if there is one) or the operation orders can provide organization instructions.

It is possible for units to be involved in three task organizations: (1) the organization for the true operation; (2) an interim organization during the deception to facilitate control; and (3) the unit's assignment as the enemy is to find it, shown in the notional order of battle. In *most tactical situations* there will only be two: (1) the TRUE operations and (2) the notional order of battle. The headquarters to which a unit is attached for the true operation will control its deception activities.

What activities of the true operation must be concealed from the enemy?

Special countersurveillance actions may be required of some individual units. Some countersurveillance requirements will be applicable to several units. These requirements become unit tasks in the deception directive or plan (multiple requirements are placed in coordinating instructions). Many of these requirements can be identified from the corresponding actions to portray the notional force of the deception operation. Thus, if the 2d Bde has been notionally increased by a battalion from the 1st Bde, the plan must instruct the 1st Bde to cover or conceal that battalion from its total signature. The instructions to the 2d Bde will include the playing of the notional attachment. The planning officer reviews the pending true action in detail to determine the actions that must be hidden from the enemy and includes appropriate tasks in the plan. He draws most of his data from OPSEC personnel.

What actions in the deception story must be concealed?

For example, if we are going to use decoys in the display operation, how will we handle their construction or their arrival in the area? Who will control their disposition, etc?

As you work with these questions, the picture of the deception falls into place. The parts and pieces you need to write the orders will develop as you plot out an overlay and visualize applying answers to the questions.

Phaseout is another area to be considered. **What will the logical discontinuance of the deception be?**

Will the termination portray a realignment of forces? Visualization of these actions is usually passed on to subordinate units by entries in the implementing schedule. In this way, timing of the deception's conclusion is controlled.

The final question is: **Who has to know?**

In general, those people who appear on your worksheet or the overlay will be included in the distribution of instructions.

The illustrations in appendix C are in the form of an annex to an OPORD. Deception instructions, like any others in the course of battle, can take whatever form is most efficient for dissemination. If a unit's

activities are not affected by the deception, it does not receive the plan and continues with true operations.

Always, there must be staff supervision.

In deception, actions of subordinate units must be orchestrated to insure integrity of the story projection. The staff officer must "track" the actions required by the implementing schedule, adjust, and change, as necessary. To do this properly, he depends on the unit's intelligence organization to keep him abreast of enemy reaction to the false indicators being provided.

For example, if a subordinate unit is tasked to conduct a display of a mechanized unit, its actions must be reviewed for completeness. A mechanized unit's area will have many tracks, and, even though only a few men and vehicles are conducting the display, the tracks must be there. Conversely, the unit's tracks must be hidden at its true location. The same is true of other parts of its signature (i.e., electronic, sonic, etc.).

THE DECEIVER CONSTANTLY READS THE BATTLE AREA TO INSURE CONSISTENCY IN THE STORY PROJECTED TO THE ENEMY.
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CHAPTER 4

DECEPTION IDEAS FOR TACTICIANS

This chapter presents ideas on how to confuse and mislead an enemy force by deception. The ideas are grouped by offense, defense, retrograde, and other operations. These groupings are *not* restrictive; each idea may be adapted to other tactical postures by imaginative planners.

OFFENSIVE OPERATIONS

In the offense, the commander must mobilize and deploy his forces while retaining security to avoid sacrificing surprise or drawing a preemptive attack. To maintain secrecy while planning a surprise attack, tightened security is usually practiced, but it is not enough—security measures alone will not conceal large-scale operations.

Specific warning signals almost inevitably filter through the security screen. As the attacker's preparations unfold, drawing

more people into planning and movement, materiel indicators increase in frequency and specificity. The more technologically sophisticated the forces, the more susceptible they are to detection.

Our ability to move about and communicate is an advantage, but it carries with it some penalties. Because of this ability the enemy may be able to determine where we are attacking, in what strength, at what time; and he will be able to dispose his combat power effectively to meet our force.

PATTERNS

When conducting offensive operations, we should consider occasionally trying unexpected or improbable courses of action to avoid establishing patterns that the enemy can identify and counter. To illustrate, let us consider a typical pattern established in Vietnam when preparing for an attack.

- **Commander's planning conference.** The planning conference was normally a set number of days prior to the operation. Personnel attending were participating subordinate commanders. An enemy sympathizer/agent observing the briefing area could determine approximately when the operation would take place and what units would be involved.
- **Reconnaissance.** After the briefing the commanders usually boarded their helicopters and went directly to the area of operations to locate landing zones and fire bases. An enemy on the ground could determine where the operation was going to take place as well as the general locations of fire bases and landing zones.
- **Coordination.** Coordination was effected with the province and district headquarters in the area where the operation would occur.
- **Base activities.** During preparations for the operation, personnel were normally restricted.
- **Communications.** The radio was used for planning and coordinating the offensive. The increased traffic indicated that an operation was imminent.
- **Concentrations.** As the day of the attack approached, helicopter and artillery units were moved near the area, enabling the enemy to see a logistics buildup close to the area of operations.
- **Warning prior to contact.** The attack or combat assault was stereotyped as well. First, the airstrikes were delivered in wooded areas or sites adjacent to the landing zone; then the artillery would take over. The last artillery round was smoke. Once the smoke was observed by the airlift commander who was circling overhead with the initial lift of troops, the assault into the landing zone began. As this activity was taking place, helicopter gunships fired into the outskirts of the landing zone.
- **Timing.** Units were consistent in time of attack. Because commanders wanted as much daylight as possible when going into a new area, operations usually began at daybreak.

While the preceding sequence would not appear exactly as described on the mid-intensity battlefield, patterns of operation will develop unless the commander deliberately attempts to avoid them.

Established procedures make combat operations easier to conduct, but they also enable the enemy to counter our moves. For offensive operations to achieve the element of surprise, they must be planned with enough flexibility to allow for adjustment to unforeseen events.

The offensive tactical concepts of the United States Army are well known the world over. However, many commanders have greatly enhanced their offensive capabilities by applying deceptive variations to these concepts.

**If in studying your unit's battlefield history, you find a stereotyped pattern, use it for deception. Feed the stereotype to the enemy's collection effort while you do SOMETHING ELSE—
SOMEWHERE ELSE.**

DECEPTION TECHNIQUES

The following are examples of deception techniques for offensive operations; but they also apply to other maneuvers.

Prior to the attack, forces must be concealed. So, consider night movements, closely controlled traffic, and preparation of all positions to include camouflage prior to the arrival of the main force in any offensive situation.

NIGHT MOVEMENT

Planning should include the provision of something for the enemy intelligence system to find (e.g., a decoy force). Planning should allow for visual and sonic detection. In addition, sufficient electromagnetic and infrared emitters should be used to provide indicators of the size force being simulated.

DECOYS

When preparing for an attack, place preparation fires and aerial bombardments at the usual or higher degree of intensity at those avenues parallel to the main route of advance. This will confuse/deceive the enemy as to the true intent of your attacking force.

BOMBARDMENT

**REPLACE REAL
WITH DUMMIES**

Moving artillery into supporting positions and purposely revealing other signs of preparing for an operation can deceive the enemy into believing we are planning an operation in an area where we are not. Once the enemy's attention is drawn to this area and his activity indicates his interest or concern, we can, under cover of darkness or reduced visibility, reposition the majority of our artillery pieces. The units move directly into preselected and camouflaged positions. Our repositioning actions must not alert the enemy to our true intentions. Therefore, activity at the deception site remains as previously displayed and witnessed by the enemy. Decoys replace withdrawn equipment. By using flash simulators, explosive charges, etc., along with some real pieces left in position, the enemy continues to believe we are preparing for an attack in the area.

**DO NOT VARY
NORMAL PROCEDURES**

Intensifying patrol and reconnaissance activities in areas other than those of the main attack will also confuse the enemy regarding your true intentions. However, your activities should not vary with normal procedures to the extent of revealing that you are engaged in deception.

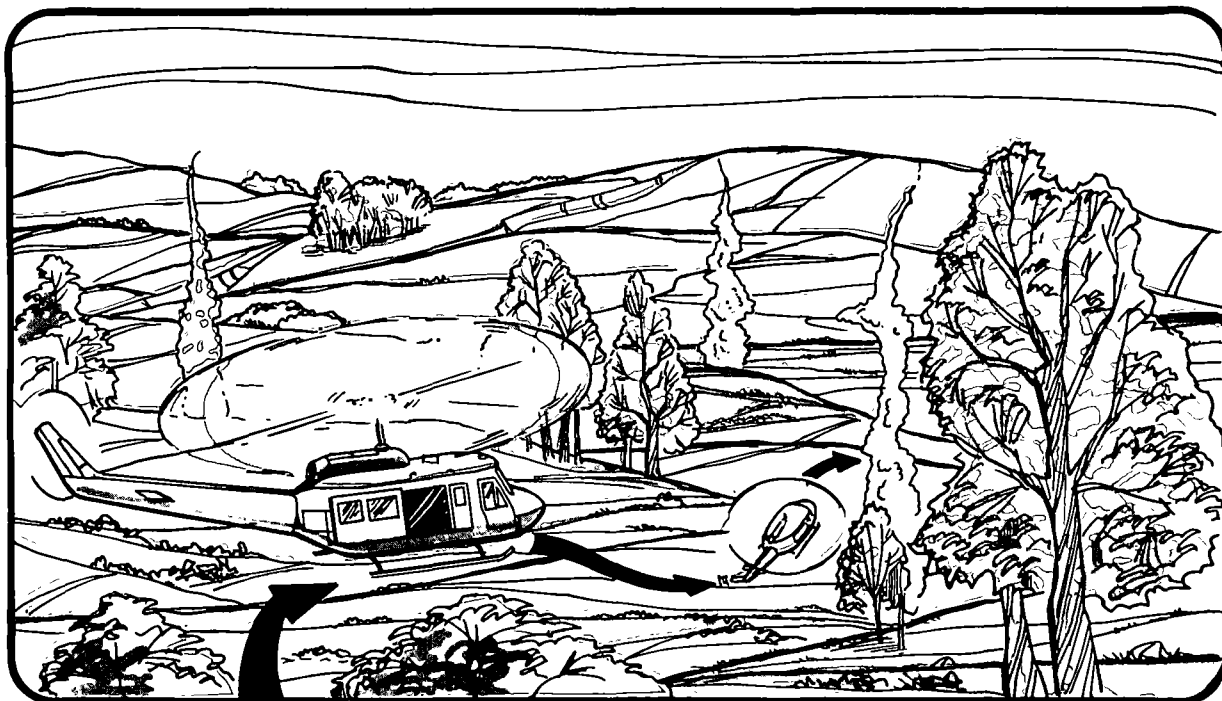
For some situations, such as attacking a river line, we generally have set procedures for conducting the operation (i.e., securing the river line, rehearsing the troops, bringing up river-crossing equipment, reconnoitering the enemy side, beginning artillery preparations and airstrikes, etc.). If the attacker can reduce preparatory activities and launch his operation at a time not anticipated by the enemy, he will gain a significant advantage in surprise.

Frequent raids or strong feints may harass the enemy to the extent that he becomes confused and, possibly, careless. He may become accustomed to our activity patterns and fail to detect the main attack, considering it to be another harassing action. Use repetitious maneuvers to lull the enemy into a false sense of security and then hit him with maximum force.

Many times commanders disregard what they believe to be the unacceptable avenue of attack, while others believe they can overcome a superior force by doing what is believed to be unsound. As Napoleon stated, "An army can always pass in any season wherever two men can plant their feet." General MacArthur demonstrated the successful use of the unexpected avenue of approach when he made the Inchon landing in September 1950.

To influence the enemy's estimate of our capabilities, we might consider the successful ruse used by Rommel to fool the British. He disguised Volk-wagons to look like tanks and moved them intermixed with his real armored units, leading the British to believe he was stronger in tanks than he was.

In airmobile assaults, notional landing zones (LZs) can be marked by smoke. On resupply missions where the sequence of landing can be prearranged, smoke can be placed in an area away from the intended LZ. Aircraft approach the smoke and then "dogleg" into the actual LZ at treetop level. This technique can also be used on combat assaults with gunships marking more than one LZ with different colored smoke. Aircraft approach the notional LZ and then "dogleg" to the area marked by a prearranged color.



False reconnaissance, using intensive helicopter activity over an area away from the intended LZ, may confuse the enemy. En route to the notional area, fly over the actual area of operations and make a very rapid reconnaissance. Then spend a great deal of time over the notional area.

If attacks are normally preceded by artillery, leave lanes in the barrage, allowing attacking units to move under/through these fires. This will

deceive the enemy as to the actual time of the attack and reduce his available reaction time.

We can also learn from deception which has used oral language. A simple but sometimes effective ruse used by the Japanese during World War II was to learn the names of US platoon leaders. When attacking US positions, they called out the leader's name in perfect English, telling him to withdraw his platoon because the remainder of the unit was withdrawing.

DEFENSIVE OPERATIONS

CONCEAL THE REAL

Deception is used in the defense to conceal the true location of our forces in the battle area and to mislead the enemy. By concealing our real locations we minimize losses, and by misleading the enemy we cause him to expend firepower and intelligence efforts unprofitably.

The deception plan for the defense ranges from decentralized efforts by each unit to a carefully coordinated master plan designed to cause the enemy large-unit commander to attack or deploy in an unfavorable manner.

REVEAL THE FALSE

Regardless of how targets are first detected, the enemy will normally confirm them by photographs or direct observation. Also, most airstrikes and artillery registrations will be based on final visual adjustments. Creating false targets to cause the enemy to waste reconnaissance efforts and firepower is a *concurrent, coordinated* activity in all phases of the defense.

Avoid Patterns. Our defensive patterns are also well known. Beginning with reconnaissance, we take a general look at the entire area and then concentrate on those locales selected for occupation and use. Activity becomes more and more concentrated and culminates with troops arriving, digging in, clearing fields of fire, and, finally, camouflaging positions.

If we intend to deceive the enemy or to deny him information about our activities, we must alter this pattern. By following our established procedures in those areas not intended for actual defense and by avoiding them to the extent possible in the real battle position, we can mislead the enemy into needlessly expending his efforts.

The Deceptive Positioning of Forces. Using a map, a good staff officer can plot, with reasonable accuracy, the normal distribution of command posts (CPs), logistic installations, and unit positions in a defense. An enemy intelligence analyst can do the same. In a conflict where the enemy has effective support and uses artillery and missiles extensively, placing forces in logical or ideal positions will probably negate even the best camouflage efforts. The commander should consider placing installations in unsuspected areas and the troops on the second-best terrain if he can do this and still accomplish his mission. After forces are positioned and preparations for the defense have begun, other logical positions should be selected which will allow detection. Leaving some soil and ration cans exposed and other items scattered about indicates continuous use. During daylight hours some troops should be present to provide visible activity in the area.

At the true defensive position, the opposite approach is taken. Units must dig in and camouflage positions to protect against ground and air observation. Even if their location is behind the line of contact, there

**THERE ARE PATTERNS IN DEFENSE
AS THERE ARE IN OFFENSE**

**ALTER THOSE
PATTERNS**

**USE SECOND-BEST
TERRAIN**

is no difference; high-level air photography does not respect distance. An attacking enemy is interested in preparation of defensive positions in depth on the battlefield.

Totally effective camouflage serves no purpose if the enemy has photographed earlier careless actions. The detection of just one pile of fresh earth can draw detailed attention. Conversely, those areas where there are no troops should be considered for the intentional display of such attention-getters.

Conceal Artillery Positions. The skillful concealment of artillery can add immeasurably to the element of surprise and, thus, to the success of the defense. Enemy observers are trained to search for indications of artillery or missile units, such as imperfectly camouflaged weapon positions, blast areas, litter, paths or wheel tracks, and, in the case of a missile site, large scraped or cleared areas.

Artillery positions, in addition to preparation prior to unit arrival, should be occupied during periods of reduced visibility. Concealment can be enhanced by moving artillery into positions, not as a unit, but by weapon echelon. In battery positions, guns should be dispersed at irregular intervals. To avoid making tracks, it may also be desirable to set up weapons next to a road. Surveillance equipment and fire control centers should also be camouflaged. The electromagnetic signatures of artillery units are extensive; therefore, efforts must be made to reduce them.

In the rear area as on the FEBA, what can be seen can be hit. What can be hit can be killed. The enemy can "see" by visual and electronic means, but he can also "see" by rationally deducing our location. By varying our defensive dispositions, we can avoid this possibility.



Use Deceptive Artillery, Air Defense, and Missile Positions. Decoys are extremely important in deception planning. Plastic or inflatable decoys may be available. If not, the commander can use such locally available items as telephone and fence poles, posts, logs, ammunition cylinders, or other objects to fabricate decoy devices. A log sticking out of a pile of brush can draw a lot of attention and artillery fire. The use of detonation cord and smoke simulators may be helpful. Placing a section of weapons in a display area can distort the enemy's picture of our dispositions and lead to the fruitless expenditure of his resources. The simulation of missile sites, with their associated electronic equipment, is difficult, but dividends can be great.

One of the most effective decoys for deceptive artillery, air defense, or missile activity is a damaged or salvaged item. For added realism, use real weapons with the decoys. When a real piece is fired, activate a flash device by the decoy. Periodically rotate the real equipment and the decoys to further enhance the deception. A substantial portion of the enemy's available airstrikes and artillery/missile fire might be directed to unprofitable targets through the use of weapon firing or activity simulation.

Another method of adding realism to an artillery decoy is actually to use the decoy position as an offset registration position or as a roving gun position.



Vehicle tracks are a special concern when using deception in defensive operations. From reconnaissance activities through troop arrival, detailed consideration is given to the tracks created by personnel and vehicles. A track plan should be developed to take advantage of existing roads and overhead cover. It should include paralleling hedgerows and fence lines to conceal movement. Enemy air photos compared on consecutive days will pinpoint unit locations if tracks are not concealed. Where tracks are unavoidable, they should con-

tinue past the true destination to a logical but unused termination area.

Areas that are not actually occupied by defensive forces or installations *should* display appropriate vehicular tracks. A careful selection of these areas, accompanied by the display of decoys, may draw a substantial number of airstrikes and artillery rounds. Using troops during daylight hours and adding new tracks and other observable signs contribute to detection of the display.

**REMEMBER: EVERYTHING THAT MOVES
ON THE GROUND MAKES TRACKS**

The following ideas are written with defense in mind, but variations may be adapted to other tactical postures:

The size of the force in an area can be concealed by having all units use the same shoulder patch, bumper markings, and CP signs.

Dummy haystacks over command posts or weapon positions; dummy peasant huts or grass shacks hiding pillboxes; ammunition stacked up to represent the general mass of a masonry wall—all can be effective under the proper circumstances.

Deceiving the enemy about the number of automatic weapons on a defensive perimeter is a simple matter. We select, prepare, and use primary, alternate, and supplementary positions. After dark, test-fire a machinegun from one, and then shift to the others and repeat the process. Dummy weapons can be fabricated to improve the illusion.

To protect artillery positions, place the real items on the reverse slope of a hill and decoys on the forward slope. When the real items are fired, ignite smoke devices in the decoy area.

The number of troops occupying a position could be notionally increased by using helmets and dummy positions.

In decoy areas, exaggerate the effects of enemy artillery or airstrikes with gasoline, smoke bombs, fires, and explosions.

Change all traffic signs in the defensive area to confuse rapidly-moving attack forces. (Of course, your own personnel must be able to read a map.)

Tape record conversations between supporting aircraft pilots and ground personnel. Then, during the enemy's preparation for the attack, if air support is not available to you, play a tape over the radio indicating air support is on the way.

If a commander has indications his unit is going to be attacked and he suspects there are agents to his rear

attempting to locate vulnerable defensive areas, he can use this knowledge to deceive the enemy. The commander might cause the enemy to concentrate his main force on what appears to be the least defensible point, but one which is actually strongly reinforced. The commander may prepare a false document which outlines the strong and weak points of the defense, then feign carelessness and allow the agents to see the document.

RETROGRADE AND OTHER TACTICAL OPERATIONS

Deception is necessary to reduce the inherent vulnerability of a unit during movement to the rear. Deception should be used to maintain secrecy during the movement and to aid in achieving surprise in unit redistribution.

A retrograding force can inflict heavy punishment and cause considerable delay to the enemy through the proper use of deception. The commander should take maximum advantage of darkness and other conditions of reduced visibility. Any daylight activities that might disclose the intention to withdraw, such as abnormal vehicular movement to the rear, are prohibited. Necessary daylight motor movements, including reconnaissance, are made by infiltration. Also, units must insure that noise does not betray the withdrawal. Retrograde, through the use of deception, can provide maximum loss of enemy personnel and equipment with the minimum use of friendly resources.

Notional minefields can be used very effectively in the retrograde to slow and canalize the enemy attack or cause the enemy to mass his forces. Notional minefields might consist only of minefield

markings and a few mines along the edges to add realism. Another possibility is to establish fake minefields, but to plant mines in possible bypasses. Notional minefields are most effective when mixed with real ones throughout the battlefield.

Delaying positions can be established on other than the most likely defensive positions. When the enemy attacks the anticipated positions, he can be taken under fire from elsewhere. This deception can be greatly improved by establishing decoys in the notional area and camouflaging real positions.

Planning for retrograde includes coordination of electronic warfare activities to assist in the deception aspects. For example, prior to the retrograde, the unit could *establish a pattern* of countersurveillance jamming by time periods—the daily time periods coinciding with the planned times when electronically detectable equipment is to be withdrawn on D-day (e.g., tanks, heavy vehicles, etc.). The pattern should be established far enough in advance of D-day so the enemy would not place special significance on activation of the jammers at the time of withdrawal. The pattern of friendly

electronic surveillance devices should establish that only a portion of the total friendly capability operates at one time, thus the absence of the surveillance positions withdrawn initially will not reveal the overall retrograde.

Consideration should be given to having some forward area personnel possess operation orders or maps reflecting fake dispositions which may be planted to fall into enemy hands.

Consideration may also be given to the initiation of preparations for an attack when a unit is actually performing a retrograde operation. Allow movement forward

to the initial delay positions only during daylight hours. Permit daylight movement to the rear only through infiltration on resupply convoys, in helicopters, or on foot. Employ communication deception, sonic deception, and the use of decoys.

A deception story of an attack while a unit is actually in retrograde requires a situation where a deception story of attack is:

- Appropriate
- Plausible
- Within enemy's estimate of our capability. (See chapter 2.)

RELIEF IN PLACE

Security is the key to a successful relief in place, and a properly executed deception will enhance the opportunity for success. Usually the deception story will portray the occupying unit remaining in place.

The appearance of normal activity in the area of operation is maintained during the relief. The incoming unit assumes from the outgoing unit the normal patterns of harassing and interdicting fires, patrols, communications, traffic, and movement.

Several days prior to the new unit's occupying positions, the radio operators and equipment should be incorporated into the outgoing communication system, affording continuity of communication signature when the old unit departs.

The operation should be so well coordinated that units moving into or out of the position need not use their radios until the move is complete. Operators in the defensive positions should maintain normal communications at all times. If radio communications are necessary, the radio frequencies and call signs of the outgoing unit should be used initially by the incoming unit to reduce effectiveness of enemy signal intelligence (EN SIGINT).

Items of equipment that are moved to the rear and not replaced in kind should be replaced with decoys. If it is possible that enemy agents or sympathizers are in the area, all unit markings, shoulder patches, and CP signs are eliminated for both the relieving units and the units being relieved.

PASSAGE OF LINES

Passage of lines is an operation in which an incoming unit attacks through a unit that is in contact with the enemy. Deception should be used to provide secrecy and gain the element of surprise. The planning procedures and deception activities for a passage of lines are similar to those for a relief in place.

SPECIAL NOTE:

When planning or tasked with executing a relief in place or a passage of lines, review the ideas previously given for defense—many can be adapted for use in these special situations.

MORE DECEPTION IDEAS

The following are thought-provokers—ideas for you to expand, adjust, and envision on the battlefield; but, most of all, these ideas should trigger your imagination.

Consider the simulation of unit movement. Convoys, reserves, or an armor unit can be simulated by jeeps dragging branches behind them, raising clouds of dust. This movement should terminate in a logical area.

Such a deception can be enhanced by using a loudspeaker system and a tape of noises normally accompanying such a move. If the physical aspects of the notional location are suitable, you will have created a fictitious unit with minimum assets.

Adding antennas to other vehicles in a formation will tend to deceive enemy gunners and observers as to which is your true command and control element.

If there are waterways in your area, fake and regular bridges should be augmented by the construction of underwater or rapidly emplaceable bridges as an alternate secret means of crossing.

Consider using planned communication security leaks. Perhaps while flying over an area you could chew out a commander for his poor use of camouflage in one of the decoy areas. Accompanied by a corrective action in the decoy area, this provides strong confirmation of the realism of that installation.

When a unit must, secretly withdraw from an area to prepare for an operation, have the troops remaining in the area and/or the replacing unit assume the identity, patches, bumper markings, call signs, frequencies, etc. of the replaced unit.

Changing aircraft markings may result in the assumption by the enemy that a new aviation unit has been introduced into the area.

If conditions permit, consider causing confusion in enemy rear areas. Dropping empty parachutes behind enemy lines at night or conducting fake helicopter insertions can divert enemy resources from their primary mission.

To further confuse the enemy in his rear area, consider counterfeit posters placed where he can see them as he advances. Such posters might warn against moving into radioactive areas. Others might warn that while particular color US flares are not radioactive, some are.

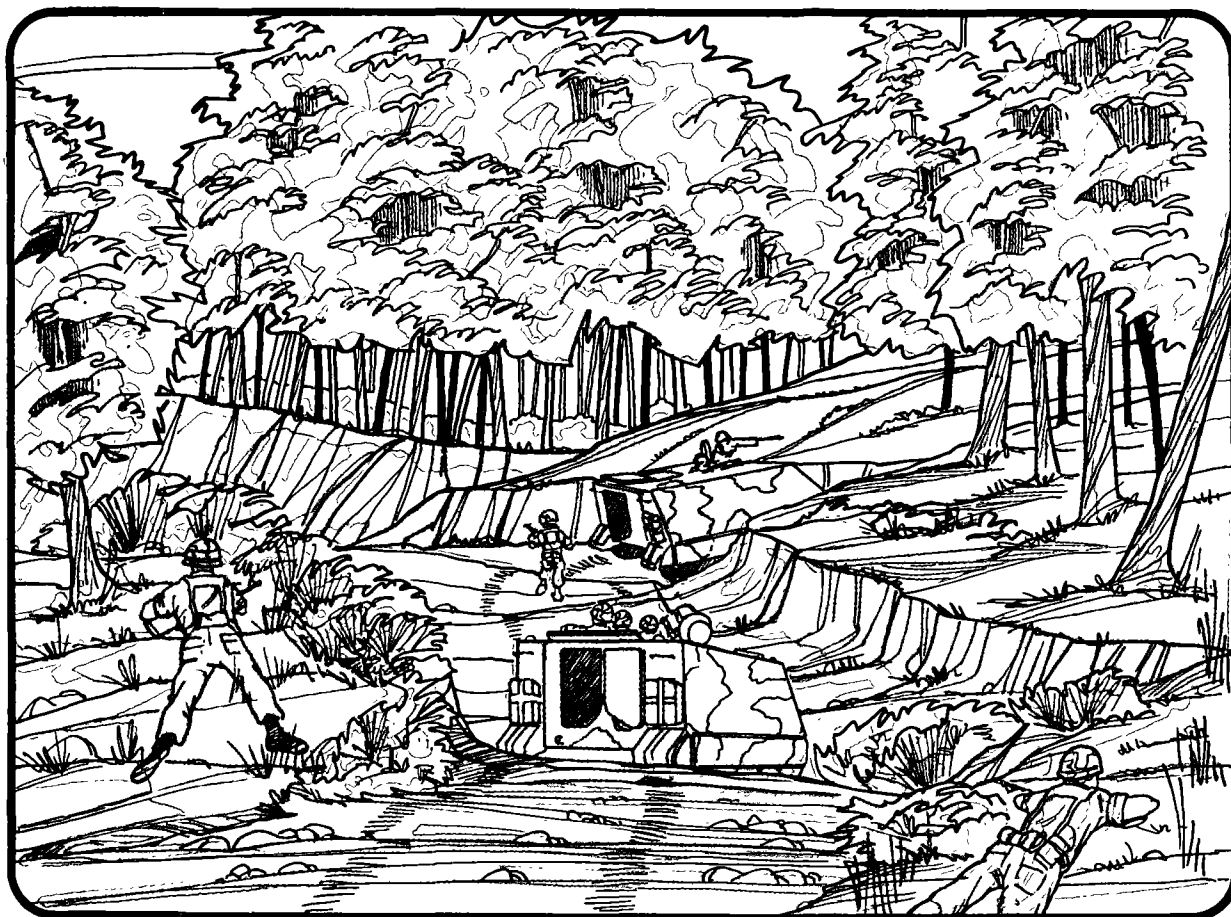
Rumors can be circulated deliberately by allowing civilian personnel or indiscreet military personnel to see and hear what is desired, or by making demands on civilian resources to supply mythical forces.

OPERATIONS AGAINST IRREGULAR FORCES

While it is difficult for a helicopter to offload a long-range patrol in an area without touching down, an armored personnel carrier (APC) may be used without appearing to alter its course in the slightest. The team remaining in the area is concealed inside the tracked vehicle during normal operations or while traveling to a new area of operations. At the appointed time and place, while the tracks continue to move, the infantry is dropped off. The continuous noise of the vehicles and local brush provide concealment. The APCs depart with the same number of personnel in view as when they arrived. This method is ideally suited

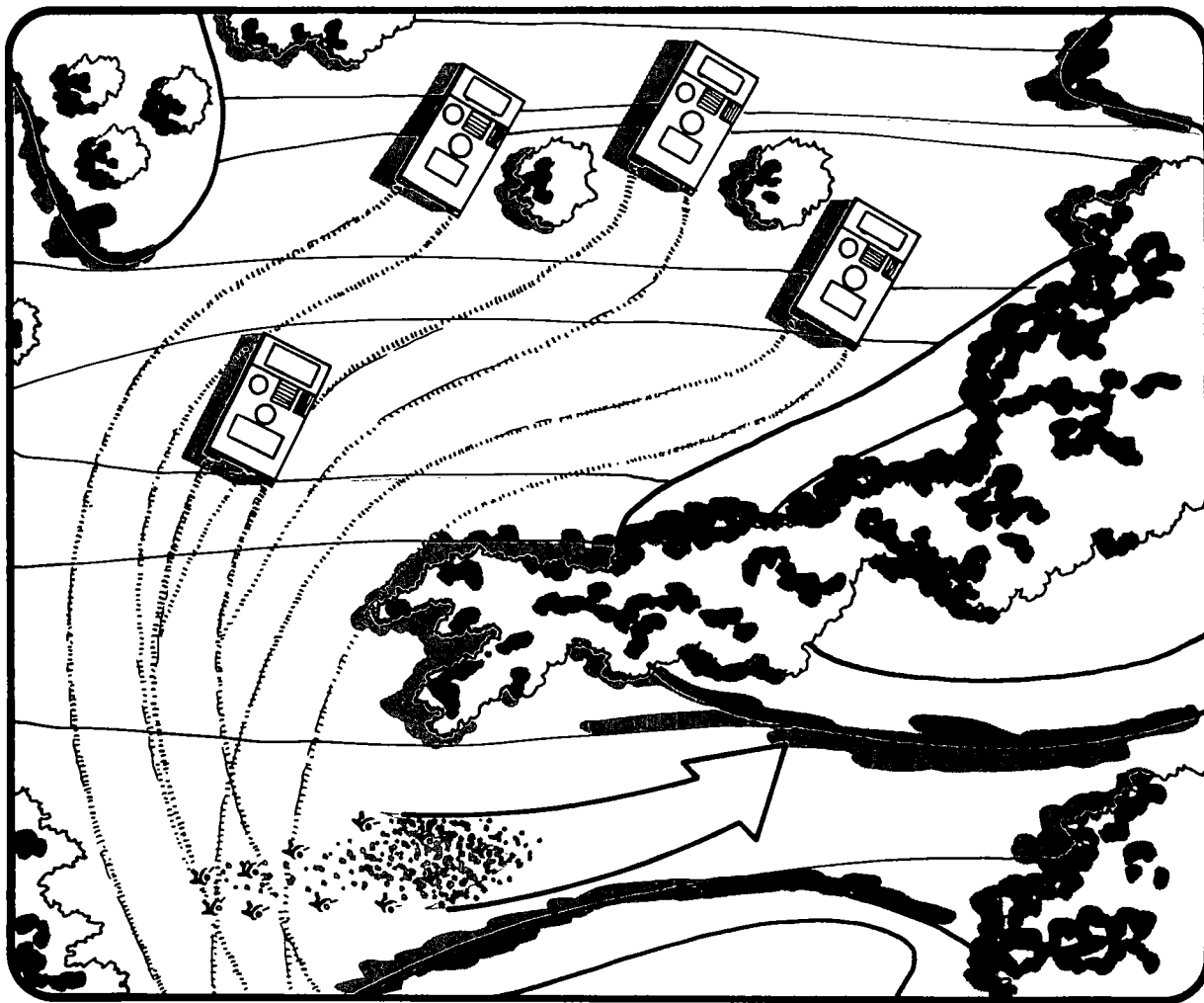
for leaving stay-behind patrols when mechanized forces depart an area.

When on search-and-clear operations, the contrast between the noise of armored vehicles and the stealth of dismounted infantry can be used to great advantage. While moving into an area, mechanized forces can drop off ambush patrols along likely trails or routes of enemy movement and then continue their mission, circumventing the suspected area. In the process of sweeping the area, the APCs double back toward the dismounted ambush forces who lie in wait for enemy fleeing from the tracks.



Another variation of teaming armor and dismounted infantry to take advantage of the noise and confusion created by the vehicles can be used in search-and-clear operations. Many times the enemy hides instead of fleeing the area. After the ve-

hicles pass, he is free to slip out behind them. The deception technique is to deploy the dismounted infantry at some distance behind the armor and conduct the sweep in two echelons.



A possible trick to "sucker" the enemy into attacking a position is infiltrating units into a new location. If it is suspected that the enemy is closely observing unit movements and waiting for an opening to attack, the commander can fragment his forces to make it appear that the perimeter will be poorly defended. First, a lucrative target,

such as a battalion command group, must be flaunted. Establish a relatively obvious position that is marginally defended. At dusk, infiltrate the remainder of the unit into the area. If the enemy has been observing, he may well attack the thin perimeter originally established in the hope of overrunning the position.

COMMAND POSTS

Command posts must be concealed. The commander must be aware of the visual, sonic, and electromagnetic signatures of his headquarters and the surveillance devices and collection means being used against him. The location and composition of command posts must be carefully planned. Consideration should be given to locating command posts in towns and buildings, as appropriate. The main CP should be as small as possible; components should be broken down into functional elements and dispersed. Antennas should be located away from the actual CP. Vehicle and aircraft

traffic in the CP area must be reduced to the minimum. Vehicular dismount points and airstrips must be away from the CP sites. Personnel dismount and use covered routes and/or existing tracks to the CP. With these measures, the commander has more freedom selecting CP locations and can consider places that might not otherwise be selected, thus adding to his deception. Extensive use should be made of landlines and messengers so that all nonessential electromagnetic emitters are turned off. Camouflage, of course, is essential (see FM 101-5).

AIRCRAFT ACTIVITY

One of the most difficult activities to conceal is the use of aircraft and their related support. The movement of aircraft into and out of an area is an immediate indicator to the enemy that something is happening or that an important facility (e.g., a CP) is located there. Since these signs cannot be eliminated, deception techniques must be used to mislead the enemy.

The enemy has capabilities to detect either electronically or visually a pattern or location where aircraft continually fly over land or disappear from sight. Indiscriminate helicopter flights, which can be visually, optically, or electronically detected, call attention to the assembly areas, forward area rearm/refuel points (FARRP), or brigade trains. Therefore, helicopter assembly areas must either be out of the enemy's radar detection range or have concealed routes into and out of the area. Entry and exit routes should be planned in as many areas as possible and used in a manner which avoids establishing a pattern. An assembly area should provide terrain masking to break the enemy radar line of sight. A thorough map analysis,

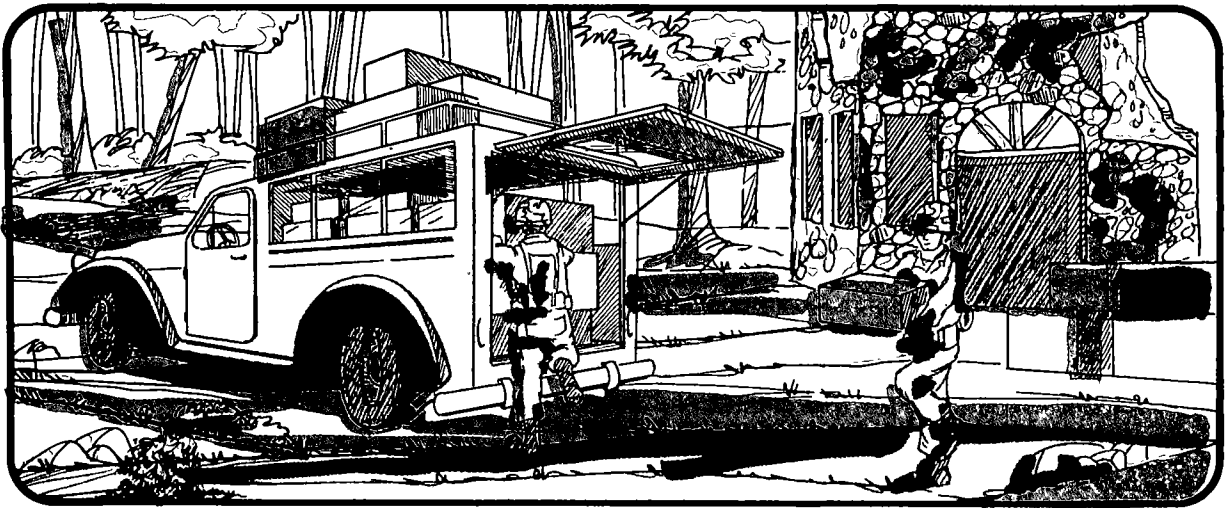
coupled with latest intelligence reports of enemy radar activity, helps determine radar-free areas.

A helicopter unit must be given an area where the aircraft can either be hidden or adequately camouflaged from aerial reconnaissance. A good place to hide helicopters is in or near towns or villages. They can either be placed in structures or hidden in shadows. Also, towns and villages provide hardstand, which facilitates ground movement of aircraft, and provide for a night maintenance capability. If a built-up area is not available, a site should be selected where vegetation is thick but scattered in patches, where drainage is good, and where there is adequate room for dispersion. By covering the aircraft canopy with a non-reflective synthetic material and using natural camouflage to break up the aircraft's outline, helicopter units can achieve some protection from aerial observation and detection. Camouflage is usually not necessarily intended to deceive ground forces, but to deceive aerial reconnaissance. Therefore, when camouflaging, break the outline of the aircraft from above.

LOGISTICS INSTALLATIONS

One of the main concerns of the commander and his logistics officer is concealing logistic facilities. The size of these facilities and the vehicular traffic to and from these areas attracts the enemy's attention. Logistics deception is used not only to project the deception story for tactical deception, but also to reduce vulnerability and preserve resources. In addition to requiring vehicles to move randomly (not in a convoy) or only during periods of reduced visibility, the commander might consider

using civilian cars, trucks, and converted buses to transport supplies in rear areas. The physical storage of supplies and ammunition, maintenance, transportation, and medical operations should use barns, houses, factories, buildings, subway tunnels, caves or tunnel complexes. If practicable, use installations that have been partially destroyed by the enemy. The success of the operational plan may depend on how well deception is practiced in logistical operations.



Heavy concentrations of ammunition and supplies should be concealed. When the physical characteristics and size of the logistic activities make concealment impractical, construction of decoy facilities in the same general area should be considered. The decoy facility should be constructed so that the enemy will believe it is more important than the actual activity. For example, a marshalling yard could be established at the decoy facility to simulate the delivery of tanks. As real armor units move to the front, have them bivouac in the vicinity of the notional facility. Realism can be added by establishing the salvage dump at a notional supply installation. Empty

boxes, drums, and cans should be stored in the area to simulate the accumulation of supplies. By routing truck convoys through a decoy area, a track pattern will result which suggests increased activity. Real or decoy air defenses must be established to add realism.

Deceptive supply routes should be used. Our installations and disposition of forces in the past have been dictated mostly by road networks available for movement of supplies, equipment, and troops. Consider secondary or noncentrally located road networks for logistics functions. The main supply route (MSR) can be used as part of

the deception plan. The forward area road networks can be made deceptive by using civilian personnel and animals whenever time and the situation permit. Another means of concealing supply movement is to use civilian vehicles over several secondary roads, selecting routes at random. Unique signatures (e.g., those generated by forwarding refueling and rearming points or water points) must be carefully camouflaged or disguised to prevent identification of the activity.

Fuel and ammunition dumps, antiaircraft emplacements, supply points, and other logistic facilities are installations that have been successfully simulated in the past. Dummy ponton and bridging equipment have been successfully employed to divert enemy attention away from real operational areas. Dummy airfields, with taxiways, hardstands, and accessory equipment, can be constructed in a few days without resorting to heavy engineering equipment.

NBC CONSIDERATIONS

Having all personnel wear protective clothing and masks in ammunition storage areas, regardless of the presence of toxic munitions, creates the impression of a different ammunition stockpile than may exist.

Moving nuclear weapons requires a number of vehicles, such as radio and buffer vehicles, extra prime movers, and the like. Movement of these weapons should be made to look like a routine shipment. Conversely, poorly camouflaged nuclear weapons convoys may lead an observing enemy to assume these to be false firing positions, as

well as misjudging our current battle intent (offensive or defensive).

A chemical environment may require proportional amounts of the artillery basic load to be chemical rounds. Message traffic changing this basic load can be developed, creating the impression that chemical attacks are very likely. This may cause the enemy to go into full protection prematurely, thereby degrading his combat effectiveness. Dummy minefields with real HE, but annotated as containing "chemical" agents, may cause the enemy to adopt an unfavorable course of action.

OVERLOAD

The technique of overload is to provide the enemy an excessive volume of information which he must sort through to make a decision. It is designed to prevent him from producing effective and timely intelligence. Highly sophisticated electronic systems can be fed meaningless information which conceals significant data. Also, unrelated and meaningless actions require time for the enemy just to collect and reject.

The impact of overload upon the deception should be carefully considered. If it obscures deception measures, the story may not be received. Overload is best used against systems most capable of detecting the TRUE operation. Overload also works well when the deception relates to the time of the true operations, particularly if your command is about to shift tactical postures.

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CHAPTER 5

DECEPTION TRAINING

Commanders should include deception as a regular part of unit training. Carefully thought-out exercises will produce double benefits: not only will the commander add deception to his organization's capabilities, but also the nature of this tactic provides practice in regular battlefield skills.

For example, a battalion practicing night withdrawals, including deception, may concurrently train its staff in the preparation and execution of a deception, while its company-size elements are practicing light and noise discipline, movement planning, and command and control under radio silence.

TRAINING OBJECTIVE

The overall objective is to develop the expertise to consider, select, plan, and effectively execute deception in support of tactical operations. Other objectives are to:

- Train units and troops to accomplish deception actions.
- Improve troop performance in deception-related skills, such as camouflage, march discipline, and OPSEC.
- Develop an ability to detect enemy deception.



APPLICATION

The individual soldier is responsible for his own deception measures when visual deception (camouflage and concealment) is directed by his commander. He can also participate, for example, in electronic deception as a radio operator in sonic and olfactory deception as a member of an organization tasked to simulate battlefield noises and odors. In most cases, the soldier employs deception as a member of a larger unit. Frequently, for security reasons, he may be unaware that he is practicing deception.

Soldiers receive individual tactical training during basic training, including active and passive protective measures, camouflage, use of cover and concealment, and security measures. This training is valuable and closely related to tactical deception; however, the commander is responsible for expanding this knowledge consistent with necessary security restrictions and anticipated unit involvement in deception.



UNIT

The integration of deception into unit training must be continuous and progressive to prevent it from becoming an isolated training effort. Each training exercise should integrate deception until the commander and his staff develop full confidence and appreciation of its value.

COMMANDER AND STAFF

During maneuvers and field exercises, all routine measures (such as OPSEC, camouflage, unit movement, and counter-surveillance) are integrated; each exercise should add deception until confidence is gained in its application.

CPXs

Training for staff planners and other key personnel is aimed at understanding the factors affecting the decision to use deception and the elements of deception planning. Although there is always a risk involved in using deception, decision-makers and planners minimize this risk through effective training.

In applying deception to field training exercises, several elements are necessary. The unit must train for a tactical operation within a scenario that allows the commander to elect deception or the superior tactical headquarters to direct it. This means that the deception considerations for battlefield use discussed in chapter 1 must be available in the training situation.

FTXs

SCENARIO MUST ACCOMMODATE DECEPTION OBJECTIVE

There must be sufficient maneuver room and training time to permit several tactical options to be analyzed as possible deception stories. Finally, whether the deception portion of the training is self-elected or directed by higher headquarters, there must be an opposing surveillance system available to gauge the proficiency achieved. The projection of the measures (false indicators) and the countersurveillance actions to conceal movements, dispositions, etc. need to be analyzed to determine the success of the training exercise. The need for an opposing surveillance system exists even if the unit is engaged in a one-sided exercise. As a minimum, EW/SIGINT resources, experienced ground reconnaissance personnel, and air observation must be made available to the training commander.

GAUGING RESULTS OF DECEPTION TRAINING

See appendix A for examples of deception operations that might be integrated into tactical maneuvers.

The Commander asks:

"How do I train my unit for deception?"

The Answer:

"You already are, sir, if your troops are becoming battlefield proficient. The soldier skills needed to fool the enemy are available in your unit; you must train your staff to incorporate them in deception planning and train your leaders to use deception plans."





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APPENDIX A

APPLICATION OF DECEPTION TO FIELD TRAINING EXERCISES

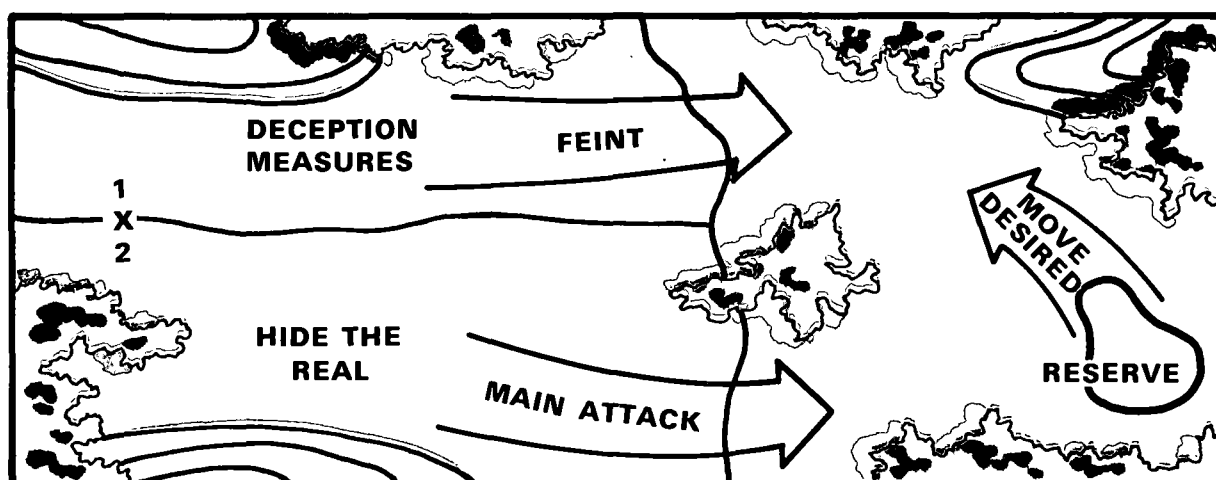
The following examples of deception operations might be integrated into tactical maneuvers. The ways in which deception can be added to training events are limited only by the trainer's imagination.

OFFENSE

Deception Objective: To cause the enemy to relocate his reserve force.

Deception Story: 1st Bde will make the main attack. (*In reality, the main attack will be made by the 2d Bde.*)

Unit Tasks: Displays and demonstrations of a buildup indicating a future attack.



1ST BRIGADE TASKS

- The artillery supporting 1st Bde moves forward to indicate offensive action in that area.
- 1st Bde troops simulate forward movement of units and increase the use of radio communications.
- Increase aerial activity in 1st Bde notional objective area.
- Increase ground reconnaissance in 1st Bde notional objective area.
- Increase volume of harassing and interdictory (H&I) fires by the 1st Bde (if a live-fire exercise).
- Dispatch skeleton troop convoys to portray movement to an assembly area and return them to original location during hours of darkness and/or with cover of battlefield noises.
- Use sonic devices to portray unit movement (e.g., recordings of vehicular sounds, etc.).
- Increase military police operational radio traffic to maintain contact with march units and traffic headquarters.
- Use identification markings, bumper markings, etc. to portray movement of 1st Bde combat units to assembly areas.
- Simulate light and noise patterns in the notional assembly area to display occupancy.
- Simulate destruction of positions, etc. in the old area to cause the enemy to believe that units of the 1st Bde no longer occupy it.
- Use dusty roads to indicate false movement.

2D BRIGADE TASKS

- The 2d Bde supporting artillery does not move forward into firing position until at the last moment. Combat units move to assembly areas exercising stealth.
- Decrease or limit friendly air surveillance activity in the 2d Bde objective area.
- Minimize friendly ground reconnaissance activity in the 2d Bde objective area and take advantage of cover of darkness to conduct reconnaissance.
- Minimize vehicular movement and inherent sounds caused by units moving forward in the 2d Bde area.
- Minimize friendly artillery H&I fires or maintain a constant volume to avoid disclosing the 2d Bde's pending attack.
- Insure all units in the 2d Bde exercise good light and noise discipline as they move to assembly areas.
- Take measures to conceal the real nature of movement or activity used to deceive the enemy (e.g., denying civilian access to friendly areas, avoiding unnecessary talk among friendly troops, increasing radio and electronic communications security, etc.).

DEFENSE

Deception Objective: To cause the enemy to believe division will withdraw.

Deception Story: The division will conduct a voluntary withdrawal. *(In reality, the division will continue the defense.)*

TECHNIQUES

- Conduct rearward movement of convoys with dummy loads (e.g., have a few trucks loaded with a small number of personnel to present the appearance of a larger force moving to the rear).
- Decrease air activity, including air defense artillery radar.
- Simulate destruction of equipment and supplies and construction of minefields, booby traps, and other obstacles.
- Increase air and ground surveillance accompanied by simulated attachment of additional reconnaissance units.
- Use sonic devices to portray noises characteristic of troop and equipment movement.
- Simulate reduced security in previously heavily guarded areas.
- Simulate evacuation of supplies and disabled equipment.
- Mark multiple routes to the rear and designate assembly points.
- Use manipulative electronic deception to give the impression of a withdrawal.
- Use communications transmissions to support the increased counterreconnaissance activity.

RETROGRADES

Deception Objective: To gain time for friendly forces, causing the enemy to deploy his forces improperly and misuse his firepower against a weakly held or unoccupied defense position.

Deception Story: Division will continue to defend in present position prior to initiating offensive operations. *(In reality, a voluntary withdrawal will be conducted.)*

TECHNIQUES

- Construct dummy positions that give the appearance of both complementing and supplementing the present position.
- Use camouflage as an indicator to the enemy that our defensive posture is not changing.

● Stockpile supplies in the present position:

- Use empty ammo boxes to simulate stockpiling for artillery/mortars.
- Use empty fuel drums to simulate new or larger POL dumps.
- Establish a notional barrier materials dump in immediate vicinity of the present position.
- Continue the tactical pattern (signature of the division in the defense) by maintaining:
 - Normal level of patrolling.
 - Normal pattern of interdiction by artillery.
 - Constant air surveillance level.
 - Normal electronic surveillance level.
 - Normal communications nets and traffic level until the withdrawal is complete.

COUNTERSURVEILLANCE CONSIDERATIONS:

- Limit reconnaissance of new defensive position and the routes thereto.
- Take maximum precautions to cover the preparation of the new defensive position.
- Demand positive communications security until the withdrawal is complete.
- Conceal the initial movement of the main body by the use of artillery or other natural battlefield noises.
- Conceal the movement of combat service support elements to the rear through infiltration and night movement.

RELIEF IN PLACE

Deception Objective: To cause the enemy to delay his offensive operations.

Deception Story: The division continues to defend in present positions. (*In reality a relief in place will occur.*)

Required Task: Cover the existence or arrival of advance parties and reconnaissance parties from the incoming unit which assumes and maintains every form of normal activity previously conducted by outgoing unit.

TECHNIQUES

- Incoming unit assumes normal pattern of harassing and interdictory fires.
- Incoming unit assumes and maintains normal level of communications activity.
- Incoming unit assumes and maintains normal patrol activity.
- New unit adopts old unit's schedule of activities (e.g., food service, vehicle movement, shower point schedules, resupply runs).

- Have incoming unit's advance party arrive in outgoing unit's administrative vehicles (e.g., returning food service, resupply vehicles).

- Have incoming unit reconnaissance parties infiltrate into the area.

- Use vehicles and outer garments of outgoing unit or change bumper markings and patches of incoming vehicles and personnel.

COUNTERSURVEILLANCE CONSIDERATIONS

- Limit reconnaissance and movement into the outgoing unit's new area.
- Require that all outgoing elements move to new area by infiltration.
- Enforce good radio procedures and communications security by both units.

PASSAGE OF LINES

Deception Objective: To cause the enemy to refrain from using nuclear weapons in the zone of the 1st Bde during the critical period of the passage (*i.e., when the friendly forces are massed*).

Deception Story: 2d Bde will move to reinforcing positions to the rear of the 3d Bde. (*In reality, it will execute a passage of lines in the 1st Bde zone.*)

Principal Task: New units in the area must be concealed until passage is complete.

TECHNIQUES

- Passed unit provides vehicles and outer garments for passing unit personnel for the conduct of reconnaissance.

- Passing unit adheres to strict electronic silence during reconnaissance.

- Passing unit's movement is planned in sufficient detail to prevent halting or slowing prior to passage.

- Establish notional displays for the passing unit that will cause the enemy to suspect deployment elsewhere.

- Task a unit to portray movement of 2d Bde to reinforcing positions.

COUNTERSURVEILLANCE CONSIDERATIONS

- Normal patrolling continued by unit in contact.
- Reconnaissance of passing unit restricted.

NOTE: Consideration must be given to refueling and other administrative matters dictated by distances involved.

CHANGE OF TACTICAL POSTURE

Deception Objective: To cause the enemy to remain in current positions.

Deception Story: Division will continue defense along present line. *(In reality, division will accomplish resupply of forward elements with no noticeable indications of offensive buildup.)*

TECHNIQUES

- Exchange unit insignia (e.g., shoulder patches).
- Use battlefield noises and darkness to cover the movement of the real reserve unit forward to the FEBA.
- Simulate false activity in other areas.
- Establish notional command posts in the notional reserve location.
- Conceal routes forward to FEBA.
- Infiltrate reserve unit vehicles and equipment to FEBA.

- Have units occupying the forward defense area (FDA) continue to conduct normal defensive position activity.
- Construct notional blocking positions.

COUNTERSURVEILLANCE CONSIDERATIONS

- Restrict civilian personnel in or around unit positions.
- Have secure vehicle convoys carry dummy loads in order to conceal the nature of the cargo.

WHEN SHIFTING FROM DEFENSE TO OFFENSE IN A FIELD TRAINING EXERCISE (FTX), CONSIDER THIS DECEPTION TECHNIQUE: TROOPS PRACTICE COUNTERSURVEILLANCE WHILE HEADQUARTERS PRACTICES PLANNING.

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APPENDIX B

IDEAS AND TECHNIQUES FOR ELECTRONIC DECEPTION

In most cases, the projection of electronic evidence for enemy surveillance is accomplished by technically trained operators working "one on one" against the enemy devices or operators. The technical data and the specifications of the equipment involved are contained in classified manuals used by the operators. Tactical deception planners should be aware of the electronic techniques available.

COMMUNICATIONS TECHNIQUES

- **Controlled Breach of Security** is a deliberate conveyance of information to the enemy by an apparent breakdown or violation of communications security. The communication intercepted by the enemy includes data the friendly deceiver wants the enemy intelligence analyst to receive. This data could be contained in "operator chatter."

- **Leveling** raises the communications traffic volume with false messages. Later, as operations traffic causes the number of real messages to increase, the system can maintain the same *level* of communication activity while

concealing the time or unit associated with increased communications.

- **Padding** encoded messages protects true communications by adding dummy code groups or by increasing numbers of words on secure links.

- **Directional Trends** is another way communicators project evidence of the deception story. They build up communications activity to match the story while the volume and pace of communications for the true operation are controlled. Combinations of these ideas and techniques are possible and can be effective.

SOME WAYS TO USE ELECTRONIC DECEPTION TO SELL THE DECEPTION STORY:

Leave key communications stations of a brigade in place while the brigade moves to another location.

Replace operators of one unit with operators from other units whose characteristics are probably known to the enemy. This will provide the enemy false unit location data.

Place additional communications devices in a unit's area to show a larger force than that actually present.

Reassign (but don't change) call signs and frequencies to lead enemy analysts to conclude incorrect net locations.

DECEIVING THE NONCOMMUNICATIONS DEVICES

In projecting the deception story, planners must also consider the enemy's noncommunications use of electromagnetic radiations. These devices, which operate on the radar principle of emitting a signal and receiving an echo, are used for surveillance, target acquisition, and navigation. They provide information to the enemy intelligence organization; therefore, there must be noncommunications electronic deception. Here are some techniques that may deceive these enemy devices:

REFLECTION: Deception by reflection is an effective, relatively inexpensive system using devices that reflect echoes of a transmitted radar pulse. Reflecting devices may be specially designed reflectors that are placed at intervals on the ground or towed across the field of surveillance.

CHAFF AND ROPE, which are discussed at length in electronic warfare publications, can also be used as reflectors for deception purposes.

REPEATERS: Triggered by the opponent's radar transmitter signal, they respond with one or more pulses of energy at or near the radar frequency. Fixed frequency and swept frequency repeaters are particularly effective against continuous wave (CW) radars. The fixed frequency repeater intercepts the radar signal, shifts the frequency, and transmits it back to the radar, thereby, introducing a false doppler effect. The swept frequency repeater continuously sweeps the intercepted radar signal through a limited frequency range, confusing the radar's automatic tracking circuits. Repeater pulses appear on the enemy's radar scope as returned echoes of the transmitted pulse.

RANGE GATE PULLOFF: This technique disrupts a radar's tracking function. A spoofing radar transmits a false target echo continuously until the victim radar is able to operate only a fraction of the time with the true target information. The victim radar then accepts false echoes as the true target.

SCAN RATE MODULATION: Many radars scan in a cone-shaped pattern. The point of the cone is at the antenna and the base constantly increases in size as the

signal travels away from the radar. This type of tracking may be deceived by changing (modulating) a repeater or transponder output at or near the scan frequency employed by the radar. This causes the victim's antenna system to gyrate in a rapid and random fashion, resulting in loss of target.

FALSE TARGETS—SPOOFING: Use actual friendly radar emissions in pairs to produce false readings indicating presence of equipment (e.g., planes, tanks) where none exists.

JAMMING

While not in itself a deception measure, the capability of the friendly force to affect enemy communications and noncommunications electronics by jamming must be considered in tactical deception.

JAMMING is the deliberate radiation, reradiation, or reflection of electromagnetic energy to impair the use of electronic devices, equipment, or systems employed by an enemy.

In addition to degrading or denying enemy electromagnetic devices, jamming can divert the enemy's attention from a planned area of action by indicating activity in another location.

Jamming, an element of electronic warfare countermeasures (ECM), is based upon the G3 decision to use ECM. ECM is considered a weapons system in that it can influence relative combat power if properly employed.

Careful analysis is made of the advantages afforded by jamming versus the ad-

vantages of information available through interception of enemy electromagnetic emissions. Other considerations affecting a decision to jam include:

- Impact on friendly electromagnetic emissions in adjacent areas.
- Availability of jamming equipment.
- Vulnerability of jammers to destruction.

Tactical deception activities may be subject to surveillance in the infrared portion of the energy spectrum.

PASSIVE

Passive systems employ sensors that detect emitted and reflected thermal-caused radiation from the terrain and from objects on the terrain. Current infrared systems can filter out reflected radiation and record only emitted radiation from objects and terrain. Passive infrared systems are used for point, linear, and small-area target reconnaissance, and for surveillance from aerial platforms. Infrared is

used primarily during darkness because it requires no visible light to sense these differences in radiated energy.

ACTIVE

Active systems use a light source in the infrared spectrum in conjunction with an infrared viewer which detects the reflected infrared light waves and translates them into the visible spectrum. For example, active infrared systems are used as night-driving devices and as sniperscopes.

To deal with IR, we *simulate* using heat producers to provide infrared returns to match sonic and visual indicators (e.g., a candle in a tent). Infrared simulation must be conducted by units conducting displays.

Small units may reduce vulnerability to IR detection by rigid fire discipline and by use of imaginative heat dispersion devices from materials in the field.

Infrared screening might be accomplished by placing a blanket of fog, aerosol,

smoke, or other similar materials between a friendly item and a known or suspected infrared viewer. This technique causes attenuation of infrared radiation.

Infrared emitters can be shielded from surface-based search devices by terrain. They can also be concealed by placing them so the temperature and resulting radiation will approximate the temperature of the surroundings (blending).

AUTHORITIES AND RESTRICTIONS

Inherent in the conduct of electronic disruption activities are requirements designed not only to preclude undue interference with friendly communications-electronics, but also to prevent disclosure of friendly capabilities to enemy or potential enemy forces.

For both training and combat situations, authorities and restrictions are identified in the following publications and by appropriate command supplements:

• AR 105—86, Performing Electronic Countermeasures in the United States and Canada.

• (S) AR 380—35, Security, Use, and Dissemination of Communications Intelligence (COMINT) (U).

• (C) AR 105—87, Electronic Warfare (U).

• (S) AR 381—3, Signal Intelligence (SIGINT) (U).

• (C) FM 32—20, Electronic Warfare (U).

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APPENDIX C

DECEPTION PLAN EXAMPLE

Directives that might be used to implement the deception illustrated in chapter 4 are shown here as an annex to an operation order. The use of appendixes is determined by the planner based on requirements. The same general rule applies here as it does in other staff writings: If the information does not fit reasonably into the basic plan, put it in an annex, appendix, or other supporting document.

FORMAT

There is no single format that must apply. These examples take the forms of traditional orders and annexes for convenience. A headquarters should use whatever is clear, secure, and appropriate to the conditions of the battlefield and the operation to be conducted.

The *deception plan* is the basic document, although it may be a supporting directive to an operations order or plan. Using an annex or other supporting directives in preparing a deception plan is optional. The type and number depend on the deception, the enemy, and the amount of

detail that must be provided. Presented here, along with some additional notes, is a Deception Annex to an OPORD and samples of:

- **Notional Order of Battle;**
- **Implementing Schedule;**
- **Electronic Warfare; and**
- **Deception Overlay.**

The reason the notional order of battle is usually contained in a separate document is to avoid confusing it with the *true* task organization.

DECEPTION ANNEX TO OPORD

(Classification)

Copy 2 of copies
52d Mech Div
LEAVENWORTH (3351), KANSAS
131200 Mar 19
YZ 52

ANNEX I (DECEPTION) to OPORD 7

Reference: Map, series V661, KANSAS-MISSOURI, sheet 7061 (METROPOLIS-JUNCTION CITY), edition 1, 1:50,000.

Time Zone Used Throughout the Order: SIERRA.

Task Organization: OPORD 7. (See Note 1)

1. SITUATION (See Note 2)

- a. Enemy Forces. Annex A (Intelligence) to OPORD 7.
- b. Friendly Forces. (See Note 3)
 - (1) OPORD 7.
 - (2) Appendix 1 (Notional Order of Battle).
- c. Attachments and Detachments: None.

2. MISSION (See Note 4)

To retain the enemy reserve in the 2d Bde zone, conduct deception on 13 and 14 March using organic units portraying the following deception story: Div attacks 140700 Mar to secure objective A. 2d Bde makes the main attack in the south.

3. EXECUTION (See Note 5)

a. Concept of Operation. (See Note 6) The main attack will be portrayed in the 2d Bde zone by a feint. Deception will provide enemy intelligence surveillance with indications of adjustments of task organization and support activities. This should cause him to retain his available reinforcement in the 2d Bde zone until the division main attack (1st Bde) has successfully penetrated his main defensive belt.

b. 1st Bde:

- (1) Portray minimum reconnaissance and preparation for main attack.
- (2) Conceal attachment of 1-4 Armor until its commitment. 1-4 Armor uses deception measures to portray notional attachment to 2d Bde.

(Classification)

NOTES:**Note 1**

OPORD 7. This is used when there is a requirement for special organizational changes in order to conduct the deception. If the existing task organization (the one established in OPORD for true operation) is used, only a cross reference is needed.

Often the deception directive is a contingency plan to be put into effect if an opportunity perceived by the commander during his analysis actually presents itself. Having the plan ready with an adjusted task organization, allows immediate reaction for adjusted command and control on implementation.

Note 2

Included if necessary for understanding of plan or if information needed by units in order to execute deception is not available in other documents.

Note 3

FRIENDLY FORCES. Information of friendly forces that may influence deception actions. Attachments are listed when they are attached to your unit for the deception.

Note 4

This is not the assigned tactical mission. The mission of the forces used in a deception is to project the deception story which is given in this paragraph. The "why" of the deception (i.e. the deception objective) is included in the mission statement.

Note 5

Subparagraphs **3b** to **3j** are the tasks assigned for the conduct of the deception. Include, when necessary, critical activities to be concealed. When referring to units attached to brigades, the unit designated should be identified through coordination with the brigade before the plan is published to preclude an unexpected (to the brigade) rearrangement of the battle area. If a unit in the command is not affected by the conduct of a deception, it is not listed and it continues to prepare and act in accordance with the orders for the TRUE operation.

Note 6

CONCEPT OF OPERATION. The overall concept. Include the action that will be the main vehicle for the projection of the story and the purpose of the operation (i.e., deception objective).

(Classification)

- (3) Conceal attachment of A/1-23 Cav until its commitment.
 - (4) Appendix 2 (Deception Implementation Schedule).
 - c. 2d Bde:
 - (1) Portray preparation for main attack in zone.
 - (2) Notionally receive 1-4 Armor.
 - (3) Notionally receive B/1-23 Cav.
 - (4) Notionally receive B/52d Engr.
 - (5) Appendix 2 (Deception Implementation Schedule).
 - d. 1-23 Cav: support 2d Bde portrayal of B/1-23 Cav attachment.
 - e. 52d Engr: support 2d Bde portrayal of B/52d Engr attachment.
 - f. 52d Avn Co: portray increased aviation activity in 2d Bde zone.
 - g. 52d MP Co: establish traffic control to limit convoy traffic in 1st Bde zone.
 - h. 52d CEWI Bn:
 - (1) Portray increased C-E activity in 2d Bde zone.
 - (2) Priority to collection of enemy reaction to deception measures.
 - (3) Appendix 2 (Deception Implementation Schedule).
 - i. DISCOM:
 - (1) Notionally display increased support to 2d Bde.
 - (2) Maximum countersurveillance in movement of support to 1st Bde.
 - j. Res: 3d Bde: conduct display to portray preparation for commitment in 2d Bde zone, to include notional CP vic of 2d Bde rear boundary; use maximum concealment of activities in true location.
 - k. Coordinating Instructions: OPORD 7. (See Note 7)
4. SERVICE SUPPORT (See Note 8)
- a. Forward movement by convoy in 2d Bde area only.
 - b. Forward movement in 1st Bde area by infiltration only.
 - c. Annex E (Service Support) to OPORD 7.
5. COMMAND AND SIGNAL (See Note 9)
- a. CEOI Index 1-3. Annex H (Communications-Electronics) to OPORD 7.

(Classification)

(Classification)

b. Units notionally attached/move execute maximum emission control in nondeception operations; when notionally attached conform to CEOI as member of net of receiving unit.

Acknowledge.

MANN
MG

OFFICIAL
/s/Farley
FARLEY
G3

Appendixes: 1-Notional Order of Battle (para A-13)
2-Deception Implementation Schedule
3-Electronic Warfare (omitted)

DISTRIBUTION: A (See Note 10)
1st Corps
3d Corps

(Classification)

Note 7

COORDINATING INSTRUCTIONS: OPORD 7. Final subparagraph contains instructions applicable to two or more units taking part in the deception.

Note 8

If no special support is needed to conduct the deception, all that is required is a reference to the OPORD paragraph or annex. If the deception will need service support other than that provided to the TRUE Operation, it is placed in this paragraph; if the need is extensive, an appendix may be used.

Note 9

This paragraph covers any command and control instructions peculiar to the deception. In fast-moving situations, when separate communication actions are not established, only a reference to the OPORD or CEOI is needed. Instructions for MCD and ICD are in paragraph 3 or in separate EW instructions (e.g., appendix to annex).

Note 10

Distribution is normally limited to those units tasked to conduct deception and/or specific information denial and to those units whose operations may also be affected by enemy reaction to the deception. The criteria for determining distribution on a deception plan is "WHO NEEDS TO KNOW" plus a realistic appraisal of own unit's OPSEC posture.

NOTIONAL ORDER OF BATTLE

To coordinate the deception measures, the planner creates a "notional order of battle." This must not be confused with the task organization for the operation, which may be adjusted by the deception plan. A notional order of battle includes the order of battle (OB) for the entire division to show *what* its units must portray. When looking at this part of our example plan, remember that this appendix shows the forces as we desire the enemy to estimate them. It is not the true force organization—it is the notional force that will be portrayed by *the task organization shown in the OPOD* (or in the deception plan if adjusted for the conduct of the deception). This portrayal will be required for a set time, based on the deception implementation schedule, to feed the enemy collection system and affect the enemy decisionmaker.

The division task organization for attack (true operation) is as follows:

(Classification)

Division task organization for attack (true operation)

1st Bde 1-77 Mech 1-78 Mech 1-2 Armor 1-4 Armor A/1-23 Cav 1-40 FA (DS) A/52d Engr (DS)	Div Arty 1-42 FA 1-43 FA Div Trp 1-23 Cav (-) 1-441 ADA (C/V) 52d Avn Co 52d Engr Bn 52d CEWI Bn 52d MP Co 52d Sig Bn (includes attachments from corps)
2d Bde 1-79 Mech 1-80 Mech 1-3 Armor 1-41 FA (DS)	DISCOM 52d AG Co 52d Fin Co 52d Maint Bn 52d Med Bn 52d S&T Bn
3d Bde 1-81 Mech 1-5 Armor	

(Classification)

The Notional Order of Battle can be displayed as follows:

(Classification)

APPENDIX 1 (NOTIONAL ORDER OF BATTLE) to ANNEX I (DECEPTION) to OPORD 7-52d Mech Div

1st Bde

1-77 Mech
1-78 Mech
1-2 Armor
1-40 FA (DS)

Div Arty

1-42 FA
1-43 FA

Div Trp

1-23 Cav (-)
1-441 ADA (C/V)
52d Avn Co
52d Engr Bn
52d CEWI Bn
52d MP Co
52d Sig Bn

2d Bde

1-79 Mech
1-80 Mech
1-3 Armor
1-4 Armor
B/1-23 Cav
1-41 FA (DS)
B/52d Engr (DS)

DISCOM

3d Bde

1-81 Mech
1-82 Mech
1-5 Armor

52d AG Co
52d Fin Co
52d Maint Bn
52d Med Bn
52d S&T Bn

(Classification)

(Classification)

APPENDIX 2 (DECEPTION IMPLEMENTATION SCHEDULE) to ANNEX I (DECEPTION) to OPOD 7-52d Mech Div

Implementation time	Aspect of deception story supported	Task	Actions	Unit(s) responsible	Remarks
131400	Division begins buildup in south (2d Bde).	Begin movement controls.	Establish traffic control points.	52d MP Co	Movement control enforced until 140600 (H-hour).
131430	3d Bde shows shift to south.	Notional shift of reserve CP.	3d Bde personnel use visual and C-E to indicate reconnaissance and movement.	3d Bde	Emission pattern to show opening new CP location (notional) prior to EENT. Sustained until cessation, on order.
		Show preparation for commitment in 2d Bde zone.	Reconnaissance and coordination parties along FEBA 2d Bde zone.	2d Bde 3d Bde	Maximum concealment of preparation for commitment in 1st Bde zone. Visual and C-E measures along FEBA until EENT.
131430	TF 1-4 attached to 2d Bde. (NOTE: For example purposes, is currently attached to 3d Bde.)	Begin notional activities to show normal actions associated with movement.	Portray reconnaissance and coordination parties in 2d Bde zone.	1-4 Armor 2d Bde 3d Bde	All actions associated with attachment to 1st Bde to be accomplished under radio silence. Movement to 1st Bde zone held to minimum until EENT.
131500	Div units preparing for main attack in south.	Portray reconnaissance effort in south.	Route all air reconnaissance flights through southern sector.	All command groups 52d Avn Bn	Necessary reconnaissance in north to include overflight of south, en route, to increase enemy aircraft sighting reports.

DECEPTION SCHEDULE

131600	2d Bde is making main division effort.	Portray heavier C-E traffic level in 2d Bde zone.	Pad traffic on 2d Bde communication nets. Minimum-essential traffic on 1st Bde communication nets.	2d Bde 1st Bde 52d CEWI Bn	
131615	Combat support increased to 2d Bde.	Show engineer and cavalry units in 2d Bde zone.	Notional attachment of B/52d Engr and B/1-23 Cav to 2d Bde. Use MCD.	2d Bde 52d Engr bn. 1-23 Cav	Units provide RTOs and radios. CPs of units notionally attached maintain radio silence in true location until deception ends. Stations notionally attached conform to CEOI, 2d Bde.

(Classification)

The schedule is completed all the way through the initiation of the true operation, and past that time to include final actions in terminating the deception. In constructing the implementation schedule, the planner must visualize the battle area, use his imagination, and keep in mind what the schedule is:

A chronological presentation of the deception plan, bringing together all the activities in order to provide what amounts to a scenario of the operation; in effect, a script for the actors (units).

ELECTRONIC WARFARE ANNEX TO OPORD

(Classification)

APPENDIX 3 (ELECTRONIC WARFARE) to ANNEX I (DECEPTION) to OPORD 7-52d Mech Div

Reference: Map, series V661, KANSAS-MISSOURI, sheet 7061 (METROPOLIS-JUNCTION CITY), edition 1, 1:50,000.

Time Zone Used Throughout the Order: SIERRA.

Task Organization: OPORD 7.

1. SITUATION

- a. Enemy Forces. Annex A (Intelligence) to OPORD 7.
- b. Friendly Forces. OPORD 7.
- c. Attachments and Detachments. OPORD 7.
- d. Assumptions.

(1) Enemy EW and C-E status will remain essentially the same until this order is implemented.

(2) Approval to conduct ICD operations, condition C, will be obtained prior to H-hour.

(3) Enemy jamming positions will be targeted for destruction by fire prior to H-hour.

2. MISSION

Provide EW support to deception by portraying increased electronic activity in the zone of the 2d Bde.

3. EXECUTION

a. Concept of Operation. EW elements will support the deception by simulating a force buildup in the south and providing false indications of a planned main attack in the direction of the 2d Bde supporting attack (feint).

b. 52d Sig: Increase the quantity of radio message traffic in zone of 2d Bde at following rates:

- (1) 131400-132300S: Normal groupage + 5 percent.
- (2) 132300-140100S: Normal groupage + 10 percent.
- (3) 140100-140430S: Normal groupage + 15 percent.

(Classification)

(Classification)

c. 52d CEWI Bn:

(1) Introduce false information into enemy signal intelligence channels at intervals between 131800S Mar and 110400S Mar to support evidence of the division main attack in the zone of 2d Bde.

(2) Provide ECM support to 2d Bde.

4. SERVICE SUPPORT

Annex G (Service Support) to OPORD 7.

5. COMMAND AND SIGNAL

Current CEOI. Annex H (Communications-Electronics) to OPORD 7.

Acknowledge.

(Classification)

NOTE:

The EW appendix lays out the electronic deception tasks to be accomplished. Since ICD and MED usually require some technical detail, the appendix is usually used to spell out tasking to both the CEWI Bn and maneuver units participating in the projection of the deception story to the enemy SIGINT capability. In some elaborate deceptions this may have TABs which give details of scheduling and the content of false message traffic, padding, radar spoofing, etc.

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The Middle East War (1973)	D—21

APPENDIX D**DECEPTION IN
THIS CENTURY**

Although illustrations throughout history are available, the examples that follow are from the 20th century. The techniques suggested in this text are based on records of successful employment in combat.

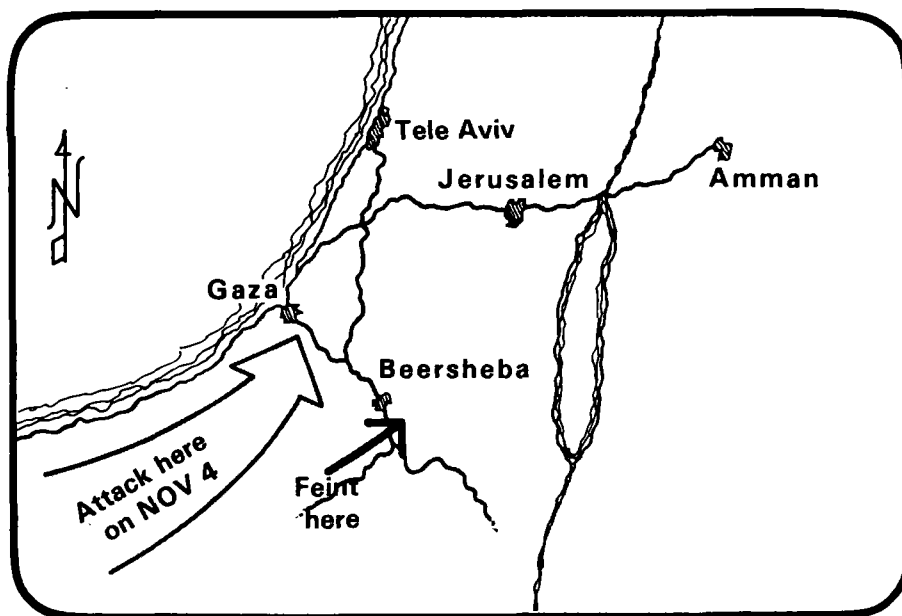
THE THIRD BATTLE OF GAZA (1917)

The war between Britain and Turkey in Palestine was characterized by the static tactics of the western front until 1917. In that year, three officers arrived to change the style of the British tactics. The first was General Sir Edmund Allenby, who had served as a major in the Boer War. The second was Brigadier General Guy Dawnay, who had helped plan the deceptions that in 1915 enabled the British to disengage successfully from the disastrous Gallipoli campaign. The third was Major Richard Meinertzhagen, an intelligence officer who had been practicing deception against the Germans in Tanganyika in German East Africa.

The battleline was stalled east of Suez, just west of a line from Gaza (near the coast) to Beersheba (an oasis and road junction in the desert). Previous operations had clung to the coast for easier supply and access to

water. Allenby decided to reverse the procedure by enveloping the thinly held east end of the Turkish line in the desert at Beersheba. Major Meinhertzhagen took several steps for the operation; he—

- Developed close contact with the Zionist intelligence service in Palestine.
- Expanded behind-the-lines espionage.
- Tightened security.
- Discredited enemy intelligence agents by false payments and letters of commendation that were placed where they would be discovered by Turkish intelligence.
- Allowed the Turks to obtain information that would permit their German advisers to solve one of the British radio codes; he then spent a month using this means to give the enemy the deception story: Gaza was the object of an attack to be launched on 4 November. The real attack date was 31 October. Meinhertzhagen informed the Turks by this means that there would be an amphibious landing on the coast north of Gaza and a feint in the desert in the vicinity of Beersheba.



So the enemy could verify the information obtained, Meinhertzhagen had to provide at least one other support for his deception story. The method he adopted has since become known as "The Meinhertzhagen Haversack Trick."

Meinhertzhagen went into the desert on horseback where he contrived to run into a Turkish mounted patrol which fired at him. He pretended to be wounded and, in his haste to escape, dropped a pair of field glasses, an extra canteen, a rifle smeared with horse blood, and his haversack (pack).

In the haversack, Turkish intelligence found such items as British money, a letter from an officer stationed opposite Gaza that hinted of an offensive there a few days after the first of November, and a letter supposedly from Meinhertzhagen's wife. Also in the haversack were official documents (i.e., orders, maps, and a notebook). All the information confirmed an attack at Gaza about 4 November.

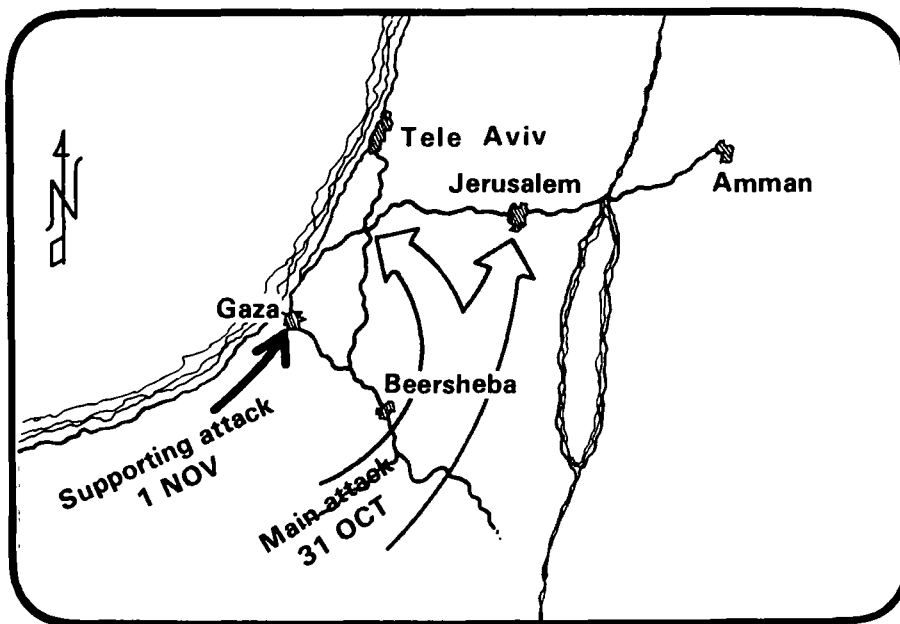
The Turks passed all this to their German advisers who were at least skeptical. However, the next day, the British were "running scared" and trying desperately to find the lost haversack. There were coded radio directives to be on the lookout for it; written orders were issued on the subject and were promptly captured when an officer wrapped his lunch in a copy and then "lost" the lunch. Two prisoners subsequently captured by the Turks knew about the "disaster." Turkish patrols found a British search party combing the area of the Meinhertzhagen-Turkish patrol episode.

In one further unobtrusive breach of security, Meinhertzhagen inserted a notice in a newssheet to the Desert Mounted Corps that a staff officer on patrol has misplaced his notebook and asked that anyone finding it please send it back to General Allenby's headquarters in a "bloody hurry." This interest in one missing haversack took in the Turks and their German advisers. They prepared for the attack by moving two divisions into reserve near the coast and by generally digging in near Gaza.

The German commander in the Middle East, Von Falkenhayn, had not shown much imagination in the slaughter at Verdun; and the local German commander, Von Kressenstein, had not had to be very alert to keep the previous British commander at bay. The German defense expert, Major Von Papen (later Chancellor of the Third Reich and Ambassador to Turkey), had fought opposite Allenby on the western front and thought that Allenby would use conventional tactics as he had in Europe. None of them knew that Allenby, when on his own and not forced to conform to instructions from higher headquarters, was a very dangerous man. This was especially true when he had a capable staff, as he did in Palestine in 1917-18.

To reinforce the German preconception of Allenby's tactics and confirm the deception story, the British started an artillery and naval gunfire preparation near Gaza on 27 October. On 31 October, the British launched their main attack against Beersheba with the secondary attack

at Gaza coming on 6 November. The attack on Beersheba caught the Turks and Germans off guard mentally and off balance in the disposition of troops. After reaching Beersheba, the British main attack veered west toward the coast, rolling up the enemy flank and forcing him out of Gaza to avoid being cut off. The British were in Jerusalem by 9 November.



DUMMY SUPPLY AREA (1941)

Early in November 1941, General Cunningham, commander of the British 8th Army, began preparations to attack the Axis line along the Libyan-Egyptian frontier. As part of the supply plan for the attack, a large-scale railhead was located in the desert. At this point, supplies, fuel, ammunition, weapons, and tanks were to be unloaded and stored for the impending battle. Two and three-fourths million gallons of gasoline and huge piles of other supplies were to be stored there. Physical characteristics and size made concealment impracticable.

To divert enemy bombing attacks from the real railhead, general headquarters (GHQ) constructed a decoy depot 6 miles beyond the real installation. From the air it appeared that the British were pushing their supply depots closer to the battle front. Within the time available—one month to D-day—the decoy railhead could not have been made to resemble the size of the real one. Therefore, it incorporated a marshaling yard for the delivery of tanks. A real tank-delivery section bivouacked in the vicinity added realism to this plan.

In building the decoy, major emphasis was placed on correct planning and correct timing to make the construction program look realistic from the air. To deceive the enemy regarding D-day, completion of the decoy was controlled. The enemy was misled into believing the attack was to take place later than it actually did.

The decoy was located at the end of a dummy extension of the track from the real depot. An attempt was made to simulate this extension by scratching parallel lines in the ground with a rooter. Because the ground was too rocky, this method proved unsuccessful. Eventually, real tracks became available, and after a roadbed was graded by normal means, the rails were hauled into position and laid without sleepers and joining. A realistic construction timetable was set up, and the tracks were laid at a normal mileage per day.

In the marshaling yards, spur tracks led to the dummy fuel, ration, ammunition, and Royal Engineer supply dumps. The decoy rolling stock, installed at night, included a locomotive, tender, 36 boxcars, 15 flatcars, and 1 tank car. The locomotive was equipped with a stove to simulate furnace glow at night and smoke by day. Decoy motor trucks, armored force vehicles, troop bivouacs, and a dummy water tower were also part of the picture. The most important decoys, of course, were the tanks. Because of the shortage of materials, all of the dummies were made 20 percent smaller than life-size and the gage of the tracks was narrowed as it neared the dummy railhead.

To supply realistic atmosphere, the railroad cars were regrouped from time to time, and smoke and furnace glow were produced in the decoy locomotive. By routing convoys of motor trucks through the area, a track pattern was obtained which suggested a high degree of activity. An advantage of this part of the desert was that the ground had already been fought over considerably, and there were many existing tracks and positions.

Every effort was made to overdraw the picture to be sure of attracting the attention of enemy observers. Troops moving forward or to the rear set up their bivouac areas within the decoy area. A realistic note was added by establishing the salvage dump at the dummy railhead. All the trucks going to the salvage dump left visible tracks.

Several batteries of decoy light and heavy anti-aircraft guns were spotted in the area, but a real anti-aircraft defense was essential to the success of the deception scheme. Several batteries of Bofors anti-aircraft guns were set up. These 40-millimeter weapons not only added life to the decoy railhead, but also provided real fire which kept the enemy reconnaissance and combat plans at high altitudes. Decoy fires, ignited by electric circuits from a remote control point, were located within the dump areas. Communications were maintained between the real railhead and

the dummy railhead to time accurately the setting of decoy fires and antiaircraft flash simulators when bombs were dropped on or near real railheads.

Conclusion. The dummy installations were bombed both day and night and often from as low as 1,000 feet. The number of bombs dropped on the dummy site justified its use. That the enemy did not notice the discrepancy in scale is shown by the fact that the decoy attracted between 40 and 50 percent of the total bombs dropped in the area.

Aside from diverting bombs from the real target, the scheme proved highly successful because it deceived the Germans as to the time of the attack. One briefing map, found on a captured German airman, showed the decoy railhead as the real terminal of the Desert Railway.

EL ALAMEIN (1942)

In the summer of 1942, the Germans were driving the British back across the North African desert toward Alexandria and the Delta.

General Auchinleck decided to make a stand in the narrow 35-mile gap between El Alamein on the coast and the impassible Qattara depression on the south. A German attack at nearby Alam Halfa on 30 August was defeated.

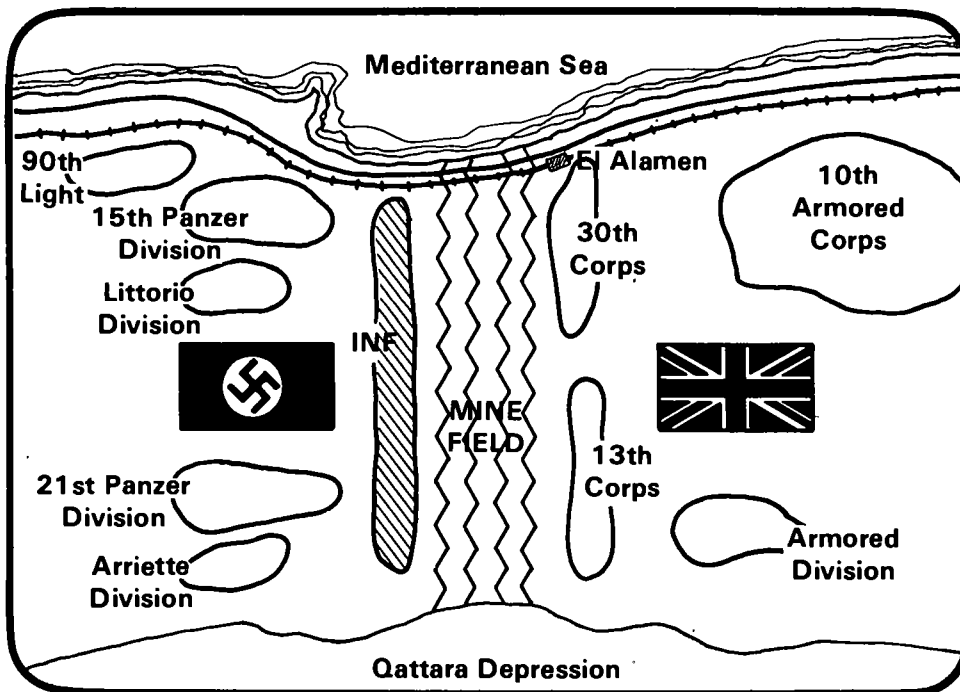
Rommel's army was halted at the limit of its supply lines. The line of Alamein was developed into a strong defensive position in depth, which enabled the 8th Army and its new commander, General Montgomery, to build up men and materiel to take the offensive.

General Montgomery decided that the 8th Army would be ready to take the offensive in October, and his tactical plan called for a main attack in the north to be carried out by the 30th Corps, consisting of five infantry divisions, to force two corridors through the enemy positions. The 10th Armored Corps, consisting of 1st and 10th Armored Divisions, would be launched through the corridors to destroy the enemy armor. A supporting attack would be launched in the south by the 13th Corps, consisting of two infantry divisions, one armored division, and two independent infantry brigades. The battle was to start on the night of 23-24 October.

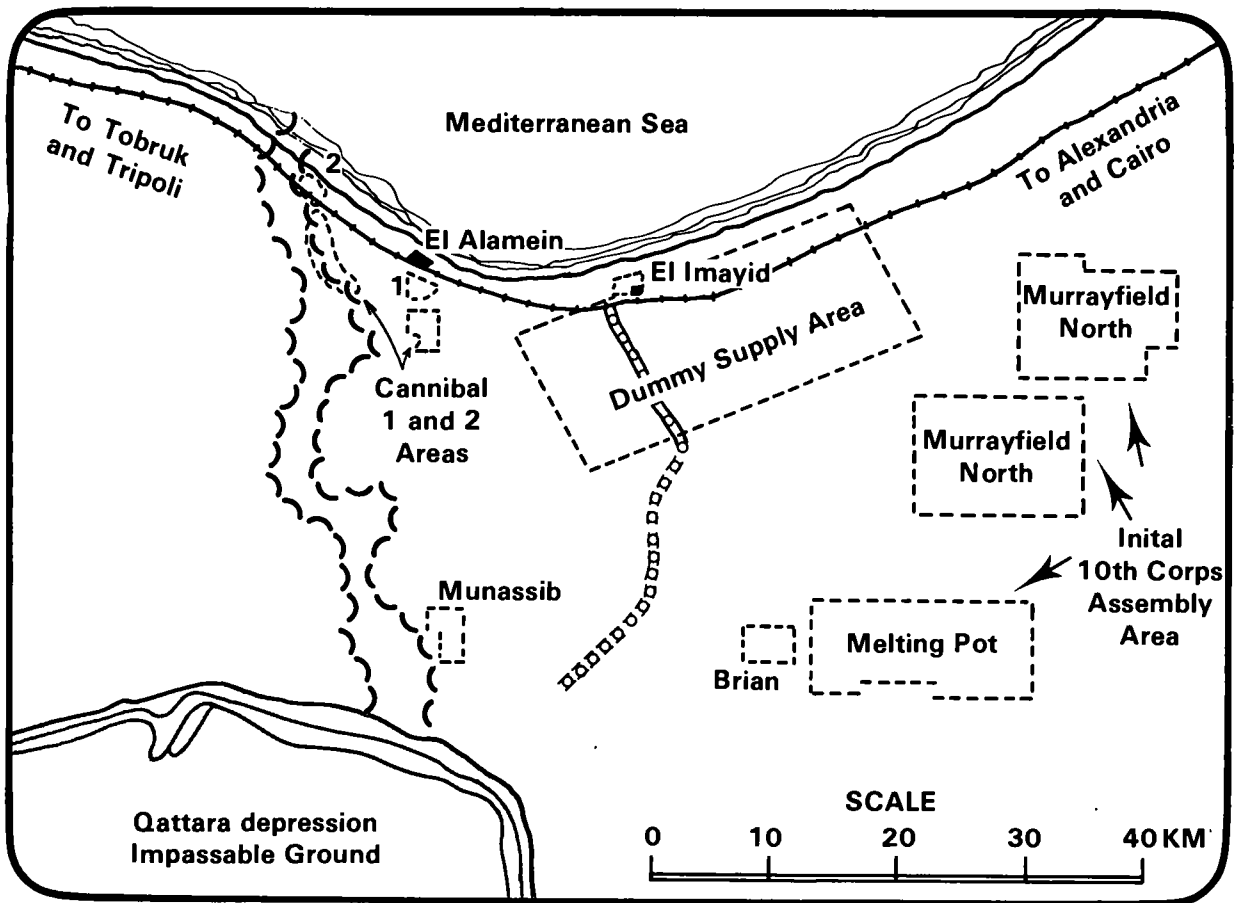
To support the tactical plan, a deception called Operation BERTRAN was conducted. There were two deception objectives: first, catch the enemy unaware and unprepared; and second, prevent him from com-

mitting his reserves in the area of the British main attack. To achieve the latter, it was essential that the German 21st Panzer Division, positioned in reserve in the southern part of the line, remain in the south as long as possible. This would provide the units making the main attack in the north maximum advantage in tank strength.

The deception story was intended to make it look as if the British would attack on the 7th of November (which would have been D+14), with the main effort in the south, a supporting attack in the north, and a supporting amphibious landing behind the German lines.



To create this deception, the British first planned to conceal the massing of the 10th Armored Corps in the north and, at the same time, give the impression of building up their armored strength in the south. This was not easy because the British lines of communication were stretched along the coastal highway and railroad from Alexandria. However, the location of large supply installations in the vicinity of El Imayid were known to the Germans, and a buildup here would not necessarily indicate a main attack in the north. In addition to these real supply installations in the vicinity of the railroad, a number of dummy installations were constructed in the support area in the vicinity of El Imayid which was also to be used as the assembly area for 10th Armored Corps. This was achieved by using real vehicles and dummy vehicles, as well as dummy stacks of supplies. Five days before D-Day, 10th Armored Corps openly moved into the three assembly areas (shown in figure 4).

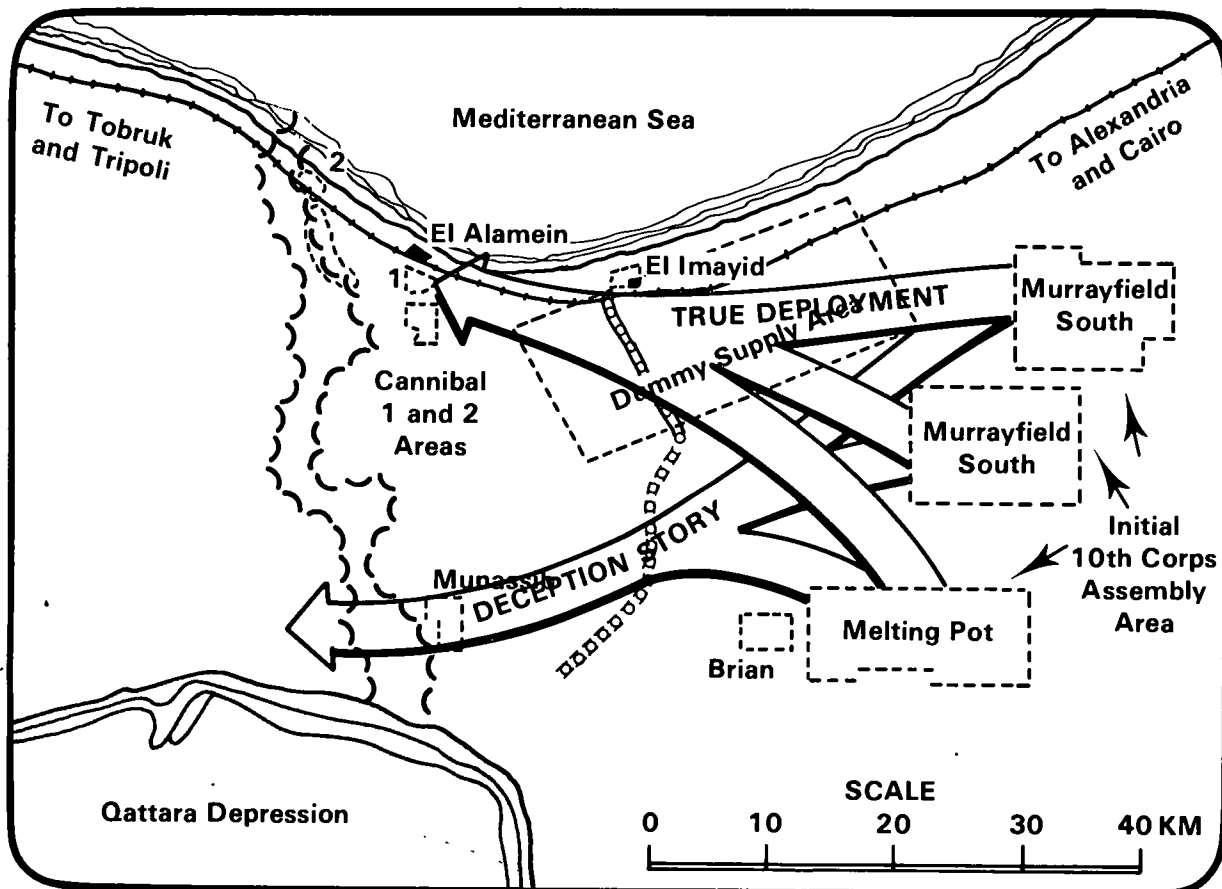


Note that British forces were echeloned to the south, implying that the Corps was to be committed in this direction. Starting three nights before the attack, the armored units of 10th Armored Corps were infiltrated to the north into the area of the dummy supply installations.

The move was very carefully planned and executed. Each tank commander was shown the exact spot where his tank was to be located before returning to bring his vehicle forward. Tanks moved at night, in single column, to facilitate erasing the tracks in the desert, and were driven into position underneath the canvas dummy vehicles and supplies, making it appear that there had been no change in the content of the supply dump. At the same time, dummy tanks replaced the tanks of 10th Armored Corps in the locations which they had left in the south.

Because of this, German aerial reconnaissance was unable to detect a change in the previous pattern. In addition to the measures taken to deceive the Germans concerning the location and intended employment of the 10th Armored Corps, an additional step was taken to depict the continued presence of armored forces in the south. The combat elements

of the 8th Armored Division, which had been part of the 8th Army, had been decimated in the withdrawal to El Alamein and the division deactivated. However, its communication nets were retained and used to represent the 10th Corps command net, thus portraying the continued presence of a large force of armor in the south.



The massing of artillery required to support the main attack in the north was concealed. Initially in the Cannibal 1 and 2 areas, a large amount of poorly constructed dummy artillery was installed together with some real artillery. It was intended that the Germans discover the poorly constructed dummy artillery in order to lead them to believe that an attempt was being made to deceive them into thinking the main attack would occur in the north. This is an example of the use of poor deception for deception purposes. The real artillery for 13th Corps, together with a large amount of well-constructed dummy artillery, was located in the Munassib area in the south in a quantity sufficient to support a main attack. After the artillery in the north had been in position for some time and the Germans had photographed it on several occasions, the dummy artillery was removed and replaced by real artillery to support the main attack.

The British also concealed their supply buildup. To support the main attack in the north, a substantial amount of supplies had to be located well forward. Six thousand tons, mostly POL and ammunition, were hidden in old trenches in Area 1 around El Alamein. To portray preparations to support a main attack in the south, a large dummy supply dump was located in the area named Brian and a dummy water pipeline, essential for maintaining a large desert force, was constructed. The pipeline was designed to accomplish two purposes: first, to portray measures required to support a large force in the south; and second, to deceive the Germans as to the time of the attack.

A trench, the length of which is depicted in figures 4 and 5, was constructed. Because the British didn't want to waste good piping, 5 miles of dummy pipe was made from old water cans. This dummy pipe was then laid beside the trench. Each night a section of the trench was covered and the dummy pipe was moved south beside the next section of trench. So that there would be appropriate tracks and activity in the desert leading to the pipeline around the pump houses, units were detailed to send vehicles there to simulate the drawing of water. Work was started on 26 September and was timed to indicate its completion early in *November*. D-Day was 23 October.

A further measure designed to mislead the Germans concerning the time of the attack was the bogus announcement of a conference for all the British high-level commanders. This was to be held in Cairo on the actual D-Day (23 October). Hotel reservations in Cairo were made for senior officers and, in addition, an individual was found who resembled General Montgomery. Dressed in a general's uniform and riding in an appropriately marked vehicle, he made numerous appearances around Cairo. The Axis agents in the city were quick to report the sightings to the Germans.

To portray the amphibious operation behind the German lines, a demonstration was conducted. In the darkness, several hours before the time set for General Montgomery's true offensive, four small motor torpedo boats (MTBs) slid into position just offshore a few miles behind the German front lines. They shut off their engines and waited. Then, suddenly, fire began dropping on a square of beach and desert. Royal Air Force (RAF) bombers scattered flares and high explosives. British heavy artillery, which was several miles away, joined with a barrage. The MTBs then churned into action. Revealed by German searchlights, they raced back and forth to lay down a heavy smoke screen.

From this artificial fog came the unmistakable sounds of a large attack. Engines roared, anchor chains rattled, colored flares went up, and heavy naval guns fired. German general headquarters reacted quickly. In a few minutes all available Messerschmitts and Stukas were in the air. The crack 90th Light Division, fully motorized, was ordered to the threatened beach. However, all that the Germans found when the smoke

cleared were some empty, battered rafts. The Berlin radio triumphantly claimed that a major attack had been repulsed with heavy losses to the enemy. The "major attack" had consisted of nothing more than four MTBs with large loudspeakers powerfully amplified.

The success of the sonic deception operation was confirmed by captured intelligence summaries; marked Italian maps; the interrogation of General Von Thoma, acting commander of the Axis forces in North Africa, who was captured during the subsequent operation; and from enemy actions and dispositions on D-day. The following facts indicate the degree of success achieved:

- The 90th Light Division, a major element of the reserve in the north, was committed to the beaches to repel an amphibious attack.
- The 21st Ranger Division in the southern sector did not start moving to the north until D+1. This delay enabled the British to drive a salient into the German defenses by the end of D+2 and to engage and defeat enemy armor piecemeal.

Complete surprise as to the time and location of the main attack was achieved. General Von Thoma said that the Germans *expected the attack in the south opposite Munassib*. He also stated that it was only after the battle started that they realized that the bulk of the artillery was in the north. The German intelligence summary for the 10th of October, D-13, predicted the main attack would be in the south in early November with a diversionary attack astride the main road in the north.

OPERATION FORTITUDE (1944)

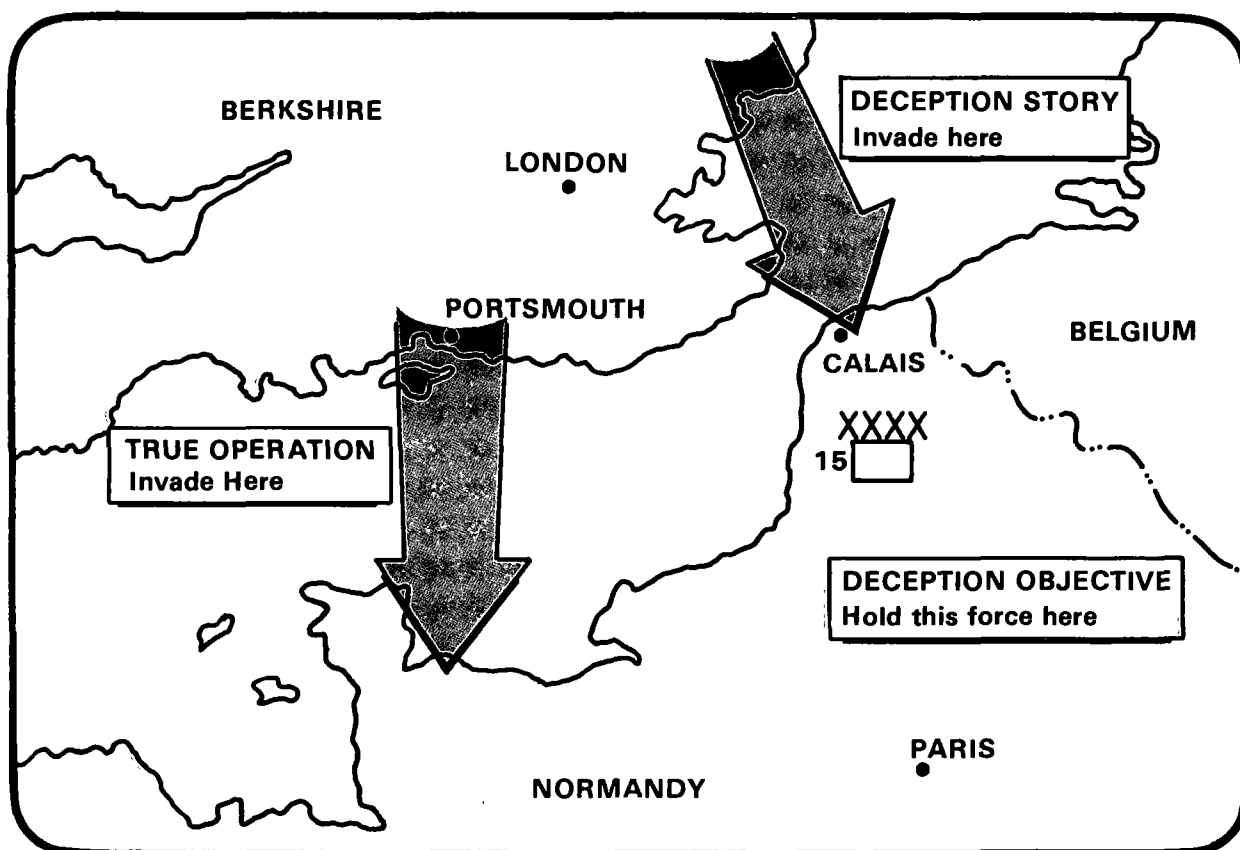
The buildup for the landings at Normandy for the invasion of Europe during World War II is an excellent example of a successful deception using the element of surprise to achieve a desired objective. The Allied deception plan, code-named Operation FORTITUDE, was part of the overall planning for the Normandy Invasion, and its details were carefully worked out and coordinated at the highest echelons. Note that the deception plan was a *part of the overall* planning. Deception must support and be an integral part of operational planning.

The deception objective was to keep the German reserve—15th Army Group—at Calais away from the true landing areas at Normandy, for at least a week.

Allied intelligence had shown that the Germans expected a landing in the Pas de Calais area. There were several reasons for the Germans to expect this: the Channel at that point was the narrowest; Calais and Boulogne were important ports; the shortest approach to industrial

Germany lay beyond them; and launching sites for German V-weapons were concentrated largely in that area. Therefore, an Allied *deception story* that a force across from Pas de Calais was preparing for a major invasion had distinct advantages since the Germans believed it both plausible and realistic.

As the Allied command was planning to invade Europe, they realized that it was impossible to conceal the Allies' intentions from the Germans. The only possible alternative, therefore, was to mislead the Germans as to the time, size, and location of the planned invasion. German High Command had already shown, by fortifications and troop concentrations, that they expected the main attack in the Pas de Calais. Thus, we have the *objective*—hold 15th Army Group in the Calais area, and the *story*—Allies to invade Europe via Pas de Calais.



The deception included extensive use of decoys to mislead the enemy's visual information-gathering sources. While the actual invasion force was gathering in the southwest of England, dummy army camps and fleets were being assembled across from Pas de Calais. Previously unused airfields began to fill with plywood dummy gliders, and broad tidal creeks became bases for dummy landing craft made of inflated rubber or canvas

mounted on floats. Q-lights (small flickering lights simulating black-out violations) were installed on the landing craft so observers, even with binoculars, would not suspect that they were decoys. In addition to the dummy landing craft, truckloads of deflated rubber devices were delivered to the area, and then inflated to appear like tanks, trucks, and guns.

Aerial observers for the German Air Force were permitted to see troops marching toward the dummy landing craft during the day. However, under the cover of darkness the troops were marched back, only to march down again the next day. To the Germans this seemed like a buildup of personnel being deployed to embarkation points.

These elaborate decoys were intended to deceive the German decision-makers into believing that there was a large Allied buildup in the southeast of England, obviously poised to attack toward the Pas de Calais area. This type of information, continually supported by visual confirmation from enemy observers, flowed into intelligence channels.

Visual deception by itself would never have been sufficient to convince the enemy that such units existed. Such a large force would have a headquarters and communications ties. So, headquarters for this make-believe assault force was simulated by a dummy radio net. All radio communications were relayed by land line from the real headquarters at Portsmouth and then transmitted from the dummy headquarters in Kent. This deception was so successful that, when the largest invasion force in history landed, the Germans thought it was only a diversion and held their main force more than 200 miles away for 6 weeks, believing that the main attack was yet to come. This was precisely the reaction the Allied command had hoped for—the withholding of forces from the main area of attack.

That the effect of the deception lasted 6 weeks can be attributed in part to the existing German intelligence estimate, and partly to the fact that the deception did not end abruptly, but was instead carried out to a logical conclusion without tipping off the enemy that he had been deceived. Deception operations required this gradual phaseout to maintain continuity with past and future operations.

PORK CHOP HILL (1953)

At one time during the Korean conflict, both the Chinese and elements of the 7th (US) Division controlled a portion of the crest of what was called Pork Chop Hill. Both sides launched operations, but neither could dislodge the other. The United States was able to get supplies to the troops on Pork Chop Hill only by armored personnel carriers. The commanders decided that Chinese disregard for casualties and their obvious intent to hold on to the outpost outweighed the tactical value of UN retention of the position and that US troops should be withdrawn.

Eighth Army proposed a night withdrawal. But the 7th Division pointed out that the Chinese were used to seeing the APCs bring supplies to the US positions, and that since the enemy had no way of seeing what was in the APCs, a daylight withdrawal using APCs could be successful. It would avoid the hazards of a night withdrawal and prevent the Chinese from knowing that the troops had departed. It was agreed that this was the best course of action and the troops were withdrawn without incident. The Chinese apparently accepted the vehicles as the patterned support routine. It was 2 days after the withdrawal, when the Chinese attacked the US positions, that they discovered them empty.

OPERATION EL PASO (1966)

This deception operation was conducted by the 1st Infantry Division in July 1966. It took place along Route 13 (Minh Thanh Road) in Binh Long Province against the 272d Regiment.

In early July, intelligence indicated that the regiment was still operating in spite of the heavy losses it has sustained. A plan was developed to lure the VC into attacking US forces. Consequently, information on "scheduled" US resupply plans was intentionally leaked.

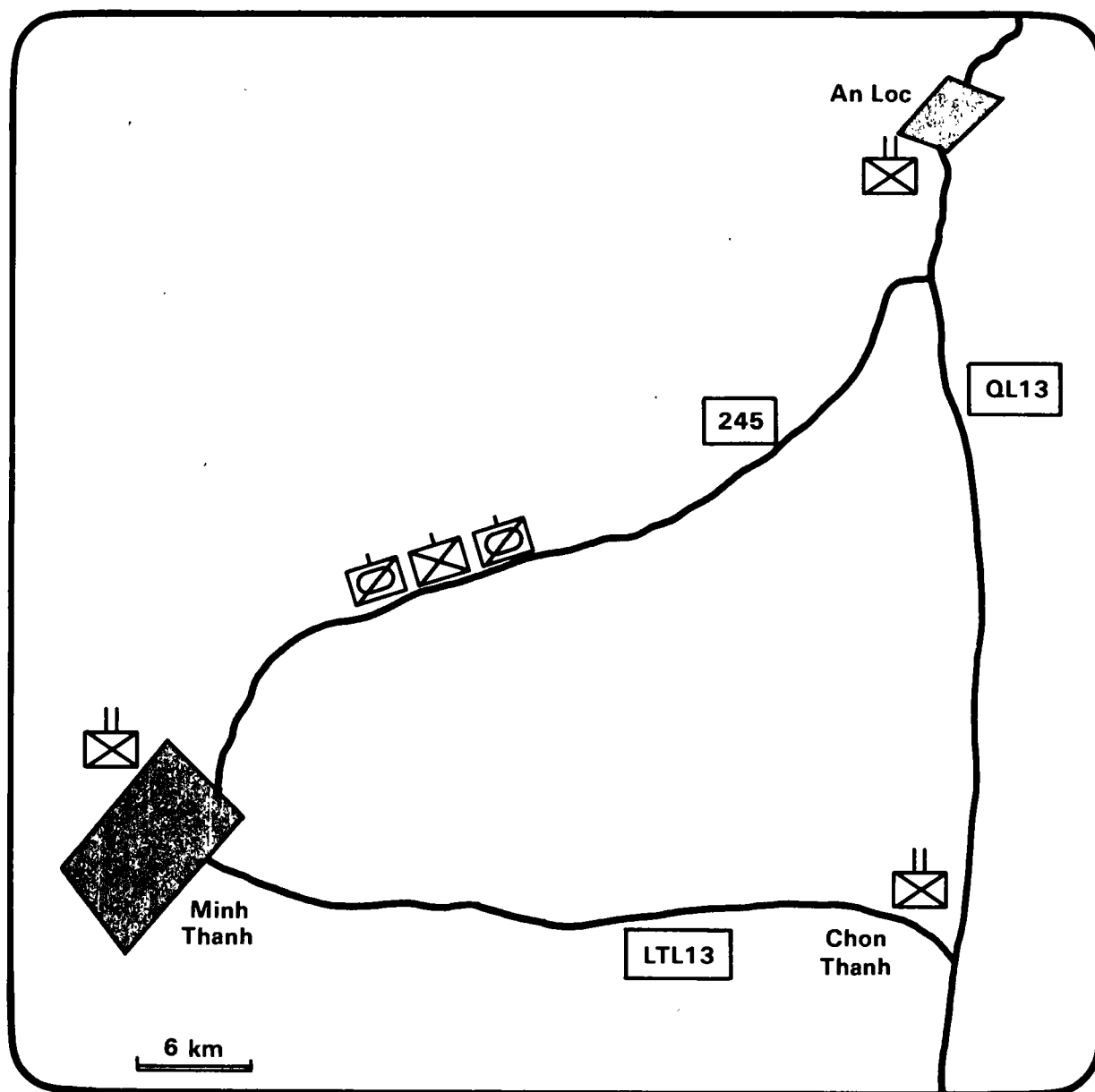
The leaked "plan" (deception story) was a move of engineer equipment and supply vehicles between MINH TRANH and AN LOC on 9 July. The convoy was to be escorted by a minimum security force.

Allowing time for the VC to gain the information and react to it, the Division estimated possible VC reaction. Five likely ambush sites were selected. (The site determined to be the most probable was the one the VC used.)

The true force consisted of two armored cavalry troops and one infantry company (on a reconnaissance-in-force mission) moving between AN LOC and MINH TRANH. Infantry battalions were positioned as Rapid Reaction Forces at AN LOC, MINH TRANH, and CHON TRANH. Supporting artillery units were positioned and laid on the predicted ambush site. Close-air-support flights were kept on station during the movement of the task force.

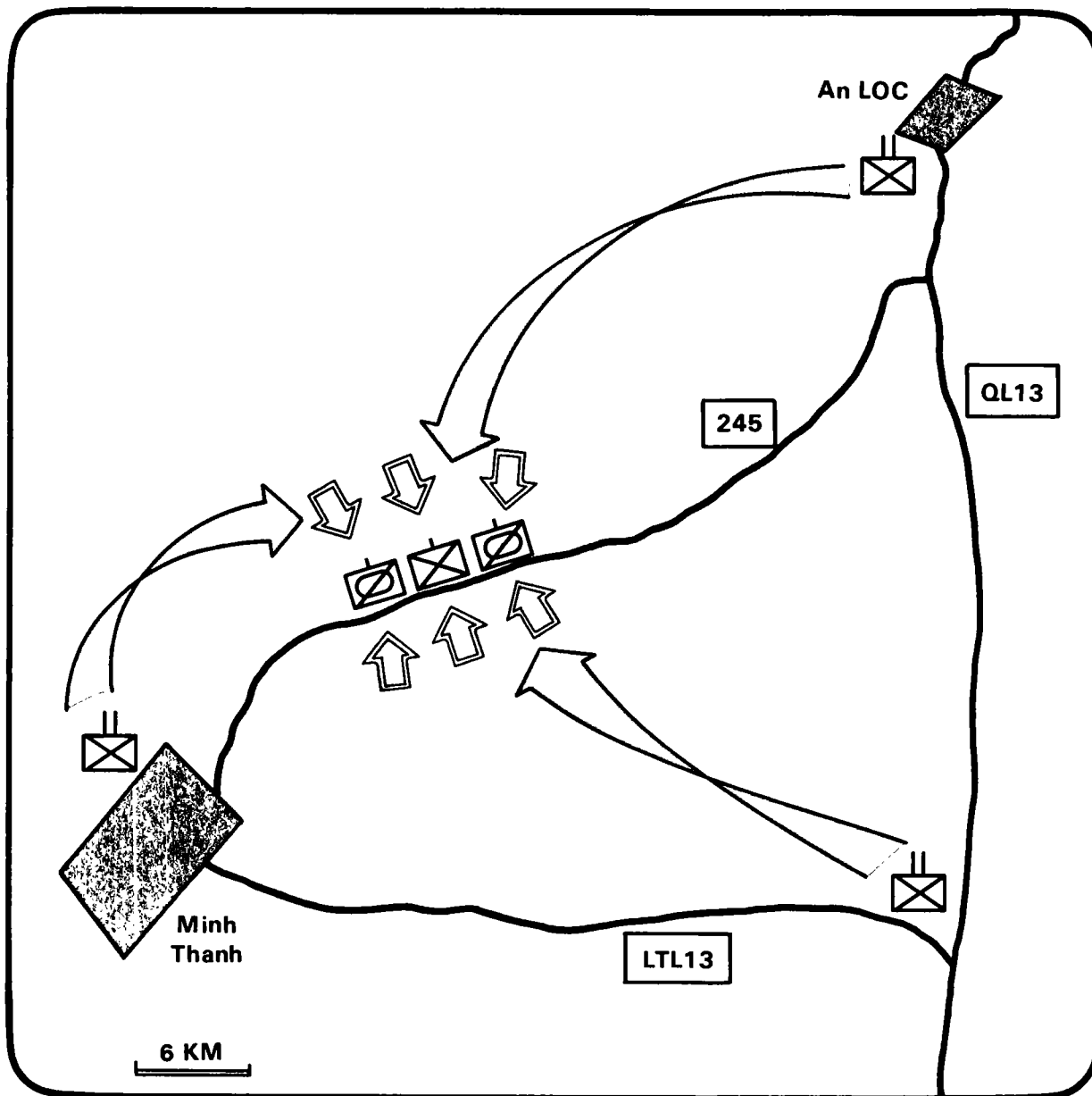
At 0700 on 9 July 1966, the force departed AN LOC and started moving along Route 245 toward MINH TRANH. Upon arriving at the most probable ambush site at 1100, the column was heavily engaged by elements of the 272d VC Regiment firing from well-fortified ambush

positions along the road. The combined effects of the .50 cal and 90mm fire from the tanks and personnel carriers, concentrated artillery fire, and the pounding from tactical air overwhelmed the VC regiment. By 1300, the regiment was in disorganized retreat. The pre-positioned infantry battalions were airlifted behind the regiment and engaged retreating VC elements. Air and artillery were used against withdrawal routes.



On 10 July, elements of the VC regiment continued to be engaged by infantry battalions. By dusk, all elements of the 272d Regiment had withdrawn from the battle area. The regiment suffered severe losses

during the engagement and was probably reduced to less than 50 percent strength. The reported enemy losses were 239 KIA, 304 probable KIA, 8 PWs, 13 crew-served weapons, and 41 small arms.



The operation achieved the intended results: the 272d VC Regiment attacked the 1st Infantry Division and suffered losses which considerably reduced its fighting strength.

THE SIX-DAY WAR (1967)

In 1967, Israel had to use her wits to overcome a much larger force in what became known as the Six-Day War.

Forces in the Arab countries bordering Israel were estimated at:

- 628 combat aircraft
- 1,880 tanks
- 352,000 troops.

Whereas Israel had:

- 300 combat aircraft
- 800 tanks
- 264,000 troops (when mobilized).

Because Israel did not have adequate resources to supply a large campaign for more than a few days, the decision was made to strike preemptively with maximum force. The objectives of Israel's attack were threefold:

First—to open the Straits of Tiran by destroying Egyptian forces in Sinai.

Second—to capture the west bank of the Jordan River and eliminate a constant source of trouble.

Third—to capture the Golan Heights to eliminate the artillery located there.

Israel's operation in the Sinai relied extensively on the use of deception. There was political deception, as well as Air Force, Army, and Navy activities. Political activities were designed to make the Arab countries believe that Israel was not preparing for an attack. Concurrently, military activities were designed to make the Arabs believe that if hostilities began, Israel would operate in the southern portion of the Sinai to open the Straits of Tiran, similar to the 1956 operations.

Russia inadvertently assisted the Israeli deception operation when the Soviets informed Nasser that Israel had about 11 brigades massed on the Syrian border. In fact, Israel had only 1 company of 120 men in that area. Nasser moved his forces into the Sinai. Egypt apparently believed that Israel could not adequately defend her Sinai border, much less launch an attack.

Israel reinforced this belief by having government officials make statements such as "We've missed the boat," concerning the Egyptian buildup in the Sinai. Moshe Dayan, in his first public appearance as Minister of Defense on 3 June, stated that it was too late for a military reaction to Egypt's blockade of the Straits of Tiran and still too early to draw any conclusions on the possible outcome of diplomatic actions. He stated: "The Government—before I became a member of it—embarked on diplomacy; we must give it a chance."

To carry out the planned attack, Israel had to mobilize. Her standing Army was about 50,000 strong; when mobilized, 264,000. Israel could mobilize in 72 hours. But mobilization would take away the needed element of surprise; it had to be accomplished secretly. The Israelis used a series of coded messages broadcast over Radio Israel to alert troops about the callup. In addition, word-of-mouth alerts were made by selected individuals. The complete mobilization was accomplished secretly. The last few days before the war, troops were allowed to go on leave and were seen sporting on the beaches by the foreign press. The intent was to let anyone interested think that, militarily, everything was normal.

The Israeli Air Force also conducted extensive deception. Just prior to D-day, electronic deception was used to cover the standdown of all of Israel's jet aircraft to enable maintenance and repairs so that every strike aircraft would be available for the attack. The standdown was covered by using propeller aircraft flying in place of the jets and emitting normal jet communication signatures.

To obtain the intelligence required for the deception effort, the Israelis relied heavily on electronic intelligence and air reconnaissance. They determined that the best time of day for an attack was 0845 Cairo time. There were several reasons:

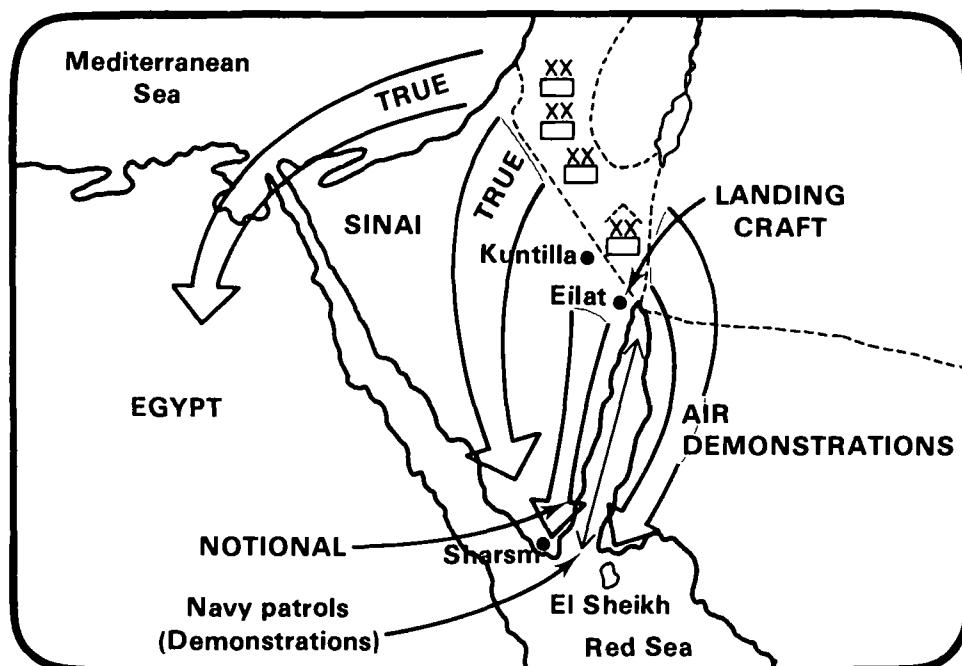
- In the Sinai, the Egyptians always went on alert at dawn. For some reason Egypt expected that an attack would come at this time.
- Egyptian combat air patrols were launched at dawn and other aircraft went on airstrip alert. About 0800 the combat air patrols returned for fuel and the alert crews were changed.
- By 0830 the alert was over and everybody went back to his normal duties.
- Electronic intelligence had shown that Egyptian early-warning radars began shutting down about 0830.
- By 0845 the morning Nile mist lifted and the sun was at the best angle for the air attack.

- The Egyptians arrived at their offices at 0900. Attacking 15 minutes before this time would catch the generals and military commanders en route.

In addition to the attack time, the Israeli Air Force determined that if they rehearsed ground procedures, each aircraft would be able to make 8 to 10 sorties per day (the Egyptian standard was 2 to 3 sorties per day). To do this, a 7-minute turn-around time was achieved. This included touchdown, refuel, rearm, and takeoff. When the attack came, Egypt could not believe the Israelis were flying all of the missions.

Prior to D-day, Israel made aircraft probes in the south over the Gulf of Aqaba. This apparently persuaded the Egyptians that Israel might launch an air attack around the southern end of the Sinai. Egypt moved 20 of their frontline aircraft (12 Mig-21s and 8 Mig-19s) to the south. When the war started, these planes headed north but found no runways to land on; they fell easy prey to Israeli pilots.

For the air attack on Egypt, Israel gathered detailed intelligence and conducted intricate planning. The objective of the air attack was to gain total air superiority. When the air attack was launched, complete radio silence was observed on the in-run. The aircraft flew contour to land and sea, avoiding radar detection by the Egyptians. The Israeli Air Force estimated that in the first 170 minutes of the war, over 300 of the 340 serviceable Egyptian combat aircraft were destroyed. The vast majority were destroyed on the ground. Through the element of surprise, Israel achieved air supremacy.



Israel was concerned about the possible use of naval gunfire by the Egyptians against their coastal cities, especially Tel Aviv. Therefore, they desired Egyptian naval forces in the Mediterranean to be as weak as possible. Israel decided to persuade the Egyptians to move some of their vessels to the Red Sea. They sent motor torpedo boats on numerous patrols south down the Gulf of Aqaba to indicate an interest in the Sharm-El-Shiek area. They reinforced this by simulating a buildup of landing craft at Eilat. They sent four landing craft overland across the desert to Eilat. The landing craft were seen arriving by day, and at night they were taken back 10 to 15 miles into the desert and returned the next day. The Egyptians assumed a large force was being assembled for an invasion in south Sinai similar to the one in 1956.

To counter, Egypt moved ships to the Red Sea. The outbreak of war found 30 percent of the Egyptian navy, including two destroyers, in the Red Sea where they were of little threat to Israel. The Egyptian naval force in the Red Sea was greater than the complete Israeli Navy. Nasser assisted the Israelis by mining and sinking ships in the waterways to the Suez Canal. He was then unable to extract his fleet when needed, and the Egyptian Navy was unable to perform effectively during the war.

A photograph taken by Egyptian reconnaissance aircraft in the days immediately preceding the outbreak of war would have indicated an Israeli force of one division close to the Israeli-Egyptian border opposite Kuntilla, near the Gulf of Aqaba. In fact, there was only one brigade, heavily reinforced by dummy tanks under inadequate camouflage netting. It effectively simulated activities of a much larger force. This deception was devised to persuade the Egyptian high command into thinking the Israelis were planning another dash down the coast to Sham-El-Shiek.

The Egyptians did not detect three Israeli divisions, the main attack force, carefully camouflaged opposite the northern portion of the Sinai. Thus, Egypt did not expect the attack in the northern sector, but in the south. The element of surprise was achieved. The Israeli Army's deception was successful. Israel's primary objective in the war, the destruction of the Egyptian Army in the Sinai and the opening of the Straits of Tiran, was accomplished within 3 days.

It is interesting to note that Egypt had been given Soviet reconnaissance aircraft, radars, and air defense systems. Air reconnaissance over Israel was a daily function. Deception can be successful even in the presence of modern sensors.

During the Six-Day War, the Israelis had 275 KIA, 800 WIA, and 9 PW; the UAR had from 7,000 to 10,000 KIA, thousands of wounded (no definite figure), and 4,500 PW. Egypt had 500 tanks destroyed and 200

captured; 309 aircraft destroyed; and a SAM-2 missile system captured intact. According to unofficial news estimates, Israel lost 61 tanks and 19 aircraft.

“CRY WOLF”

The “cry wolf” technique has been used successfully in modern warfare to achieve surprise. It is based on the old fable of the boy who sounded false alarms. When the real threat appeared, no one reacted to the warning. In effect, if there has been a period of expectation of an action accompanied by false alerts, the true action is unrecognized or recognized too late for effective counteraction. Using this technique, the battlefield planner conducts false operations in the same manner as other deceptions: he lulls the enemy into a false sense of security and then strikes “for real.” The result is surprise. Two examples in this century illustrate that years of technological advances in military arts have not negated this timeless technique.

OPERATION TITANTIC (1944)

Just prior to the landings in Normandy (1944), one of several deceptions, was executed. Called Operation TITANIC, it was the drop of dummy paratroopers to both sides of the real invasion area. These dummies had sonic equipment and live-firing simulators that functioned as they neared the ground. The planes dispensed chaff to confuse radars. The dummies were to self-destruct on landing so that searchers would find only empty chutes. Not all did self-destruct, so the German Area Protection Forces recognized the landings as false. They identified all the night drops as fakes and were returning to their bases when, about daylight, reports of the real drops near Saint Marie Eglise and Vierville Summer began. After a night of pursuing phony threats, the garrisons were skeptical and, consequently, reacted slowly. This contributed to the survival of the airborne force which encountered major difficulties because of other factors. The point is that the delayed reaction occurred as a result of false threats provided prior to the true action.

MIDDLE EAST WAR (1973)

In October 1973, the Egyptian forces used the same tactics to achieve local surprise in crossing the Suez Canal in the face of the Bar-Lev line. In this case, the planners built their operation about an existing situation to apply the “cry wolf” technique over an extended period. In the years following the 1967 Israeli successes, the Egyptians conducted training exercises in the desert across the canal from the Israeli positions. At first the Israelis would react, but repeated alerts and reserve activations became an economic burden, especially when all that occurred was Egyptian training exercises.

The Egyptian aim was to keep the Israeli view of the military activity in the area consistent. They were aided by the fact that during the previous 2 to 3 years, the maneuvers and exercises had become more frequent and seemed to concentrate on the canal, but an offensive action never grew out of the activity. (A point noted in retrospect is that the maneuver force was larger each year.) In the months preceding their attack, the Egyptians allowed the Israelis to observe many troops in the areas near the canal, along with the building and improving of fortifications and embankments.

Using any channels that would reach the Israelis, the Egyptians disseminated their fear of an Israeli reprisal for the killing of Israeli athletes in Munich in September 1972. When Egyptian armor began assembling in the last week of September 1973, few Israelis were worried; they assumed it was more of the same—training and preparation for *defense*, especially in light of the September 1973 kidnapping of five Israelis in Vienna. In fact, this action was the move into pre-attack positions.

The use of deception techniques was extensive in presenting this deception story. For example, a brigade of the attacking force would go out from garrison to train near the canal. At dusk it would appear to leave; however, only a battalion actually departed. The rest of the brigade moved into hiding until the attack. The canal-crossing equipment to be used was held out of the area until the very last; then it was moved during darkness into prepared concealed positions dug under the guise of troop training and defensive preparation.

The same type of action was used to move armor into battle positions. Movement into attack formations during the final hour and increased communications just prior to the assault changed the Israeli understanding of Egyptian activity along the canal, but it was too late to get Israeli reserves assembled and into position. The Egyptian forces achieved surprise, gained mass, and successfully crossed the canal.

AUTHOR'S NOTE: There are many who feel that the Israeli intelligence system was not taken completely by surprise on 6 October 1973. This may be true; but, at the canal, surprise, as discussed, was present.

APPENDIX E

TERMINOLOGY USED IN TACTICAL DECEPTION

ACKNOWLEDGEMENT—A message from the addressee informing the originator that his communication has been received and is understood.

ATTENUATION—Decrease in strength of a signal, beam, or wave as a result of absorption of energy and of scattering out of the path of a receiver.

AUDIO FREQUENCY—A frequency which can be detected as a sound by the human ear. The range of audio frequencies extends from approximately 20 to 20,000 hertz. (See Sonic Deception Measures below.)

AUTHENTICATION—A security measure designed to protect a communications system against fraudulent transmissions.

CHAFF—Radar confusion reflectors, which consist of thin, narrow metallic strips of various lengths and frequency responses, used to reflect echos for confusion purposes.

COMMUNICATIONS SECURITY (COMSEC)—The protection resulting from all measures designed to deny to unauthorized persons information of value that might be derived from the possession and study of telecommunications, or to mislead unauthorized persons in their interpretations of the results of such study. COMSEC includes cryptosecurity, physical security, and transmission security.

CORNER REFLECTOR—A device consisting of three mutually perpendicular intersecting planes whose right angles meet at a point. Electromagnetic waves striking any one of the planes will be reflected back to the source of radiation. This device is often employed in electronic deception measures.

COUNTERSURVEILLANCE—The active and passive measures taken to prevent hostile surveillance of a force, area or place.

DECEPTION—The deliberate planning of interdependent activities to deny the enemy collection of factual information and provide him with misleading or false information so as to achieve tactical surprise. The term "deception" denotes active manipulation, distortion, or falsification of evidence to the enemy as to our intentions and capabilities concurrent with the denial of factual information.

DECEPTION MEASURES—The deliberate provision of false indicators to meet enemy EEI. Deception measures are visual, sonic, electronic, and olfactory. Deception measures are carried out by those who have been assigned deception tasks (see below).

DECEPTION OBJECTIVE—A brief statement by the commander as to the desired enemy action or inaction as it relates to the accomplishment of the tactical mission.

DECEPTION STORY—False information provided the enemy to lead him to an incorrect estimate of our capabilities and intentions.

DECEPTION TARGET—The enemy commander with the authority to make the decision that will achieve the deception objective.

DECEPTION TASKS—The directions given to subordinate units to carry out their roles in the projection of the deception story. Units are directed to conduct feints, demonstrations, ruses, and displays.

DECEPTION PLAN—The plan that specifies the manner in which the deception story will be presented to the enemy or potential enemy.

DECOY—Dummy equipment or dummy installation designed to draw the attention of the enemy away from the real object.

DEMONSTRATION—A deception task that is a show of force in an area where a decision is not sought. It is similar to a feint with one exception. No actual contact with the enemy is intended. Therefore, a smaller number of troops are required; they can be utilized, subsequent to the demonstration, in support of the main tactical action.

DISPLAY—A deception task which directs a unit to deceive the enemy's battlefield observation. It includes radar, camera, infrared device, and the human eye. Displays may be used to simulate weapons and installations, to disguise the characteristic appearance of a military object, to portray the existence of a unit that does not exist, or to indicate a different type of unit than that which actually exists at a battlefield location.

DUMMY—A nonactive or imitation of an item (e.g., a dummy tank) or collection of items (e.g., a dummy tank park) used to provide false information (measures) to enemy surveillance. Dummies are also used for decoy purposes.

ELECTROMAGNETIC EMISSION CONTROL—The control of friendly electronic emissions (e.g., radio, radar, and sonar transmissions) for the purpose of preventing or minimizing their use by unintended recipients.

ELECTRONIC DECEPTION—The deliberate radiation, reradiation, alteration, absorption or reflection of electromagnetic energy in a manner intended to mislead an enemy in the interpretation or use of information received by his electronic systems. When used in tactical deception this statement defines what are referred to as *Electronic Deception* measures. There are two categories of electronic deception: manipulative and imitative.

ELECTRONIC SECURITY (ELSEC)—The protection resulting from all measures designed to deny unauthorized persons information of value that might be derived from their interception and study of friendly noncommunications electromagnetic radiations.

ELECTRONIC WARFARE (EW)—That division of the military use of electronics involving actions taken to prevent or reduce an enemy's effective use of radiated electromagnetic energy, and actions taken to insure our own effective use of radiated electromagnetic energy.

FEINT—A deception task in which a unit conducts a supporting attack to draw the enemy's attention away from the area of the main attack. The objective is enemy reaction favorable to the friendly forces. A feint can cause the enemy to move his reserves improperly, shift his supporting firepower away from the main attack, or fire prematurely and reveal his defensive position. Feints include contact with the enemy, giving the appearance of a realistic main attack.

IMITATIVE ELECTRONIC DECEPTION—Electronic deception measures in which there is intrusion of the enemy's channels and the introduction of matter in imitation of his own electromagnetic radiations for the purpose of deceiving or confusing him.

IMPLEMENTING SCHEDULE—A detailed phased listing of actions and activities that will provide the enemy with a basis for accepting the deception story as his estimate of the situation.

INFRARED IMAGERY—That imagery produced as a result of sensing electromagnetic radiations emitted or reflected from a given target surface in the infrared portion of the electromagnetic spectrum (approximately 0.72 to 1,000 microns).

INFRARED PHOTOGRAPHY—Photography employing an optical system and direct image recording on film sensitive to near-infrared wave length (infrared film). Note: Not to be confused with infrared imagery.

INTERCEPTION—The act of searching for and listening to and/or recording communications and electronic transmissions for the purpose of obtaining intelligence.

JAMMING—The deliberate radiation, reradiation, or reflection of electromagnetic energy to impair the use of electronic devices, equipment, or systems used by an enemy.

MANIPULATIVE ELECTRONIC DECEPTION—The use of friendly electromagnetic radiations to falsify the information that a foreign nation can obtain from analysis of these electromagnetic radiations.

MEACONING—A system of receiving radio beacon signals and rebroadcasting them on the same frequency to confuse navigation. The meaconing stations cause inaccurate bearings to be obtained by aircraft or ground stations.

NOTIONAL—The adjective "notional" is used in combination with other normal military terms, such as "notional plans," "notional weapons," and "notional order of battle," to refer to *false objects or plans that the friendly force seeks to make the enemy accept as real*.

OLFACTORY DECEPTION MEASURES—Simulated battlefield odors used for deception.

OPERATIONS SECURITY (OPSEC)—The protection afforded military operations and activities resulting from the identification and subsequent elimination or control of indicators which can be exploited by hostile intelligence organizations.

RADAR—Application of radio principles to detect the presence of an object, its character, direction, and distance. The word is derived from the term radio detection and ranging.

RADIO DIRECTION FINDING (RDF)—Radio location in which only the direction of a station is determined by means of its emission. Since this technique can be used against all electronic emitters, it is sometimes simply referred to as direction finding (DF).

ROPE—An element of chaff consisting of a long roll of metallic foil or wire that is designed for broad low frequency response.

RUSE—A trick of some sort designed to deceive the enemy. A ruse may range from a simple tactical trick employed by soldiers on the battlefield to an elaborate trick planned at the strategic level. The ruse is aimed at a known enemy intelligence effort such as a specific collector.

SIGNAL INTELLIGENCE (SIGINT)—The final product resulting from collection, evaluation, analysis, integration, and interpretation of information gathered from hostile electronic emitters. It includes communications intelligence (COMINT) and electronic intelligence (ELINT) and is used in determining enemy order of battle and in planning future operations.

SONIC DECEPTION MEASURES—The use of noises to simulate tank movements, rifle fire, and other battlefield sounds. These noises can be prerecorded on tape or made through the percussion noises of high explosives and blank ammunition. Electronically reproduced noises are most effective when direct observation is denied to the enemy, as in darkness, in times of reduced visibility, or—during the daytime—by the use of smoke. Sonic deception necessarily is directed against the enemy's audio-sensing devices, his ears, and his sound-ranging equipment.

SPOOFING—An electronic deception technique of transmitting a series of pulses to simulate target echoes and create several false targets on a radar indicator.

VISUAL DECEPTION MEASURES—False indicators provided to deceive the enemy's sense of sight, including ground observers, air observers, aerial photographs, and infrared detectors.



APPENDIX F

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- (C) 105—3 Reporting, Meaconing, Intrusion, Jamming, and Interference of Electromagnetic Systems (MIJI) (U)
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- 380—41 Security-Department of the Army Policy for Control of COMSEC Material
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- 380—105 Security-Policy and Procedure Governing Use of Code Words, Nicknames, Short Titles, and Similar Devices
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- 17—47 Air Cavalry Combat Brigade (ACCB)
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*71—102	Infantry and Airborne Division Operations
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*90—7	Denial Operations and Barriers
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30-24 Tactical Counterintelligence

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101—5

Control and Coordination of Division Operations

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2 AUGUST 1978

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Official:

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